The Record by an Old Guy in the world of Virtual Reality Massively Multiplayer Online

とあるおっさんのVRMMO活動記 9

椎名ほわほわ

Shiina Howahowa

アルファポリス

スペシャル

暗い森の霧の奥に
エルフの里があった――

おっさん、美女エルフと行く

探検隊！

累計 35万部突破！

大人気既刊

冴えないおっさんによる
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第九弾！

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lang="en">

Toaru Ossan no VRMMO Katsudouki - WN Chapter 14-77 [Honyaku]

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First Time in a Party (Middle Part)

The VRMMO Activities of a Certain Old Man
Author: Shiina Howahowa

First Time in a Party (Middle Part)

"Well, I'll go fishing, so excuse me a sec."

So saying, I separate myself from the party and enter a grassy area.
In this case "fishing" means pulling a monster to a safe area in order to fight without trouble.
It's a sensible method.

Entering the grassy area is also for **[Stealth]**.
If there's any clear line of sight, **[Stealth]** can't display its abilities.
Since this also applies to party members, it's necessary to enter the grass to gain cover against them.

A Wild Bear wanders carelessly in this direction.
I take careful aim at him with **[Farsight]**.

"<**Stealth >** … …**<Hawk Shot>**."

The Stealth-Hawk Shot combo is a long-ranged surprise attack.
Thanks to **[Stealth]**'s concealment the Wild Bear won't figure out the arrow's coming until he's hit with it.

Dosu~! The arrow hits, dealing damage and getting his attention.
With an angry look on his face he charges in my direction.
Now it's time to rally the party,

"Hit confirmed, he's coming!"

I alert the entire party.
Reiji the tank quickly activates an Art.
It's the Provocation Art **<Taunt>**.
It attracts Hate to yourself to protect your allies, making you an effective tank.

By the way, what is Hate?
You can call it anger or hostility, it's a monster's **[Attack Target Priority]**, a hidden parameter used to decide who to attack first.
Normally the first targeted are mages with high attack power and priests that can heal.

But, those types are done in quickly due to their low defenses.
That's why tanks, vanguards with high defenses built to endure, protect the easy targets by making Hate gain a priority.
Like that, they manipulate Hate with their abilities, Or "Hate Control".

Control can be done with the Provocation Arts.
Taking the hostility of your opponents onto yourself is one method of control.

By the way, the single Tackle from the Wild Bear reduced Reiji's HP about 25%.
Following it's running blow, there's the momentum too.
It's a dangerous attack.
The mage Millie, and of course I myself, would have been insta-killed with that one attack.
Millie cast a Light Magic spell immediately.

"**<Light Heal>**!"

With the heal, Reiji's HP bounced back to nearly 100%.
The Fighting Reiji continues to attract the Wild Bear's attention while the other members cooperated to bring it down.

"Right, let's get this started! **<Backstab>**!"

Nora's first strike is an attack that deals lots of damage by aiming from behind, **<Backstab>**.
The dagger's property allows you to attack from the sides or behind, emphasizing surprise attacks.
There are many skills to increase the damage dealt.
… that said, it doesn't seem to do much to the Wild Bear.
The opponent's a bit above her, so the damage is reduced.

Zwei and Kazamine first survey the situation while attacking normally, reserving their Arts.
They are waiting for a decisive chance to use them.

Because I have a bow, despite the distance I don't hold back and just attack.
Since the fur on the torso is thick, I won't be able to make a decisive blow;
So thinking I aim for the center of the face.
A regular bear is vulnerable around there, so a Wild Bear might be also…
but shooting right now would be too soon. If I aim for that spot, I'd probably rack up a ton of Hate and throw the party formation into chaos.
But man is it ineffective or what … my arrows barely do anything.

"We're good so I'm shooting~ **<Fire Lance>**!"

Millie's Fire Magic attack, huh.
Among the 6 types of magic, Fire does the most damage and in the flashiest manner.
For example, the famous RPG **<Fire Ball>**.
The one Millie launched just now, **<Fire Lance>**, is a magic that deals particularly large damage.
As evidence, that one shot dropped the Wild Bear's HP 10%.
That hard-hitting spell can't be rapid-fired, but in a party that's not a big problem.
While the vanguards deal flurries of continuous damage, the mages are fine doing large amounts of damage in one shot.

"Heyhey, keep me company some more! **<Taunt>**!"

As the Wild Bear's attention turns to the big-damage dealer, Millie, Reiji the tank activates his Provocation Arts.
The Wild Bear swings his claws down.
But initial target aside, at the spot that attack hit, holding his shield tightly while fulfilling his role, Reiji the tank's hp … didn't drop 5%.
As soon as his HP fell, Millie's **<Light Heal>** and Nora's **<Aqua Cure>** Recovery Magics completely healed him to the max.

Well, the way this battle's been going, looks like the Wild Bear's pretty tough to beat.
Even when Zwei and Kazamine used Slashing Arts, they haven't been able to turn the tide.

"My Mp's running kinda low … for it to be this tough wasn't in the plan."

Nora throws out the warning bells. If we let this drag out anymore it'll be dangerous.
Looks like Millie doesn't have much left either.
The party's screwed if the two who can use recovery magic run out of MP.

"Cheh! Did we underestimate it!?"

Zwei swore at the Wild Bear.
Unfortunately the Wild Bear still has over 30% HP left.
If we keep going like this it'll be bad.

Time for a gamble. Sink or swim…

《I need to decide now, and resolve myself to it》

After 38 years of life, it's weird but when things go wrong, instead of getting flustered I've become able to trust my own decisions.

Bears are vulnerable in only in one spot, but that spot does exist … between its eyes.
Wild Bears might have the same weakness.
If it shaved off any of the remaining 30% HP, it didn't deplete even a fraction of the gauge, but the arrow remains embedded there.
It was completely by accident, but with that there's a chance.
If we're going to take a gamble, we should pound into that spot.

But right now, no one's able to see me!

<Stealth> …

There's only one chance, but if it's not decided here there's no chance for the party to win.
Pulling the bow to its fullest … wait for the Wild Bear to come over and show its vulnerable point … there!

"Go!"

The arrow, with every bit of power I could put behind it, pierces the Wild Bear.

SKILLS

[Bow]Lv23 **[Kick]**Lv24 **[Farsight]**Lv18 **[Wind Magic]**Lv15 **[Craftsmanship]**Lv29 **[Cooking]**Lv34 **[Woodworking]**Lv9 **[Alchemy]**Lv30 **[Stealth]**Lv16

[Physical Ability Boost]Lv28

EXP 13

Maybe it’s time for me to raise other skills.

This isn’t even a boss and it’s taking so much time to defeat (sweatdrop).

<Previous Chapter]

First Time in a Party (Last Part)

The VRMMO Activities of a Certain Old Man
Author: Shiina Howahowa

First Time in a Party (Last Part)

I watch the arrow that I just released at full-power.
Even though it was probably a few seconds at the most it felt like forever.
And the result it …

Dosu~! …

It's a hit but, but this is…

"It's too shallow!"

Just like my yell suggests, there was a miscalculation.
It certainly hit the Wild Bear between the eyes, and even seems to cause him agony since he's furiously shaking his head, there's no mistake there, but the high-damage we needed wasn't dealt.
The situation hasn't improved in the slightest.

Despite that, at least the weak point of the Wild Bear that's been stopped in its tracks has been exposed.
Zwei and Kazamine, Nora, and of course Reiji charge in for the attack at full power.

But it's kinda sad, the image I had of myself dealing decisive damage didn't happen.
Well since Millie's <Fire Lance> wasn't enough to beat it…
But with the amount of damage we've done between that "decisive" arrow 'til now, it doesn't seem long before we can deal the final blow.
Our bear opponent might start doing crazy things now in desperation.
Thinking that, I play my final card to decide it here.

"<Wind Booster>!"

This magic is learned at leveling to [Wind Magic]Lv15.
It's been known as a stat increasing Buff Magic since Beta.
At cast it greatly increases your speed for 10 seconds.
The reuse cooldown is a long 2 minutes, making it pretty difficult to time well.

In Beta it seems it was used for fleeing, to gain large distances for tactical maneuvers or Death Penalty avoidance.
Right now there are still lots of players who take this [Wind Magic] just for <Wind Booster>.
There's strength in being able to increase your mobility.

So why did I increase my speed? Of course it's not to run away.
It's to replicate the stunt in the previous duel.
In other words, "kick the arrow so it pierces through completely".
Actually, for an archer in the rearguard to enter the frontlines is the height of idiocy,but I've resigned myself to it.
Willingness aside, the Wild Bear opponent is too tall for me to reach with my normal speed.
Without the Buff Magic it would really be too hard.

The party's vanguards are attacking where the arrow is, probably trying to drive it deeper in.
Especially Zwei and Reiji, who have been using the blunt parts of their weapons.
Though the desperate attack does some damage, to ask the vanguards for anything more would be harsh.

Millie is trying to time a <Fire Lance>, betting the rest of her little MP left on it.
At the moment the only person with anything left to spare is me.

I dash out and close the distance in an instant, taking up a position out of the vanguard's way.
From here I'll wait for a good chance to aim for the Wild Bear's head.
<Wind Booster>'s effect is over in 5 … 4 … hurry, hurry!!
And then that moment came…

"Eat this!!"

It's an over-used phrase, but it's necessary to put the fighting spirit into that last step.

If I miss I fall prey to the Wild Bear's claws.
Those claws would be instant death, ripping through the face and stomach.
There's no way I'm strong, my battle tactics are a special brand of fumbling through and barely succeeding.
Compared to anyone else in the party I'm much weaker.

Reducing my fears with <Wind Booster>'s acceleration, I jump at full strength, aiming at the arrow stuck between the Wild Bear's eyes.

It's a pretty graphic result.
I feel the sensation of tearing through the flesh.
I've put everything I have into making this one attack reach the Wild Bear.

"Goaaaaaaaaaar!?"

Even though he didn't shriek when the heavily damaging <Fire Lance> hit him, the Wild Bear let out a wail now.
After my flying kick, I land awkwardly and then back off in a hurry to check the result.
The arrow was driven so deep it disappeared.
I barely made it with the timing … but victory is in sight!
The Wild Bear has about one <Fire Lance>'s worth of HP left.
With the combined damage of kicking the arrow in and the 4 vanguards' desperate attacks, the remaining 30% HP has been reduced to only 5% left.

"Millie, end it!"

Zwei commanded. Millie's response is …

"<Fire Lance>!"

With this last attack of Millie's, the Wild Bear toppled to the ground, and shattered.

"Finally, we finally beat it."

Reiji sighed. No wonder. Of course he's drained, the tank had to frantically endure this entire time.

"That was seriously too close. Zwei, aren't we way too under level?"

Nora grumbled. Yeah, I think so too.

“My bad, didn’t think it was this strong …”

Zwei apologizes frankly.

“For now let’s eat something, and take a break.”

So saying, I use [Farsight] to confirm the safety of our surroundings and then call everyone to come eat.
Actually, I also want to hear their opinions my latest creation.
Now that we’ve decided to take a break I bring out my the new dish.

“It’s a new recipe, but I’d like you to try it.
They’re barbequed Wolf meat skewers.”

Pieces of wolf meat are pierced through with a skewer, and onions are alternate between then.
The meat has three stages . The first is a simple salt and pepper seasoning, the second is a mixed herb seasoning, the third uses lemon juice in the flavoring.
The details are like this:

Grilled Wolf Skewers

A dish of Wolf meat, skewered and grilled.
Using herbs and lemon juice, a refreshingly light taste is created.

Quality 8 SPD Minor Increase (long lasting)

I’m looking for comments on how I well I barbequed the grilled skewers.
I was just testing out a new grill when I made them.

“Fumu, this is quite delicious.”
“For me, I love meat so this is great! I can’t get fat in here.”
“It looks unrefined, but it’s actually well-made, hm?”

From top to bottom are Reiji, Nora, and Kazamine’s critiques.
Decent reviews all around. Like this it’s probably good enough to sell.
By the way Millie is too busy eating to join in.
But not stopping is probably a sign that I can assume it’s not bad.
As for Zwei, he has …

“Why do I get NPC Bread!?”

Because I was waiting for that exact reaction.

Just messing with him a little.
Of course I'm going to give him a grilled skewer now? Going any further with the bullying is not within in my interests.

Right after all that, as we all agreed a Wild Bear is too tough we hunted several regular Bears, a rank below the Wild Bears, until it was time to return to Town and disband.

Reiji, Nora, and Kazamine were added to my Friend List,
And that is how my first time in a party ended.

SKILLS

[Bow]Lv29 **[Kick]**Lv25 **[Farsight]**Lv23 **[Wind Magic]**Lv17
[Craftsmanship]Lv29
[Cooking]Lv34 **[Woodworking]**Lv9 **[Alchemy]**Lv30 **[Stealth]**Lv19
[Physical Ability Boost]Lv31

EXP 15

The tale of my first party has drawn to an end.
Now it's time to talk about crafting.

—

Translator Note:
While translating, since it takes approx 3xs longer for me to navigate the text than reading English normally, the build up to his final kick felt so overdone I was gonna laugh so hard if he missed…

Also, the switch from explaining battle in detail to explaining cooking in detail… @-@
OVRMMO is ~~not a cooking manga~~, er, 1/4th a cooking web novel?

Extra: How Recipes Work.

Translator note:
Uwaah, I wasn't expecting readers so soon so I put up Chapter 15 without proofreading, intending to go back and edit later … typos galore! How embarrassing. (〃艸〃)
So uh, hi, and thanks for all your comments!
Also, thanks to readers'-proofing, I've corrected a confusing mis-trans in Chap14: "Thanks to [Stealth]'s concealment the Wild Bear won't figure out where the arrow came from even if he's hit with it", it should be "figure out the arrow's coming until he's hit with it." Classic case of assuming the content instead of reading it. -_-;

The VRMMO Activities of a Certain Old Man
Author: Shiina Howahowa

Extra: How Recipes Work.

That day it started with one statement.

"Lately haven't the number of people taking [Cooking] increased? I'd like to learn some dishes myself, but you gotta pay to get Recipes, right?"

That was Nora's one statement.

Reiji and Nora, who came to buy food from me, let that statement out while stuffing their cheeks.
I put on a stern expression.

"Aaa~… buying Recipes is just about impossible, they aren't really sold.
The reason is kinda long. This isn't just my policy, it's how all the crafters have been dealing with it.

That was my explanation, but…

"Now I'm interested. Mind going into the details?"

Reiji said, curious.
Since it really IS a long explanation I gave them White-Peach flavored Potion Juice before I began.

……

There's an unspoken agreement among the current Crafting Skill players about not selling Recipes.
There are two reasons for it, and the first is a story about the money involved.

The time and money to develop one Recipe is pretty hefty.
As an example, let's say a Recipe is a completed 50 piece Jigsaw puzzle.
The thing is, you have 10,000 pieces to look through.
That's the kind of process it is.

Since that's the kind of process it is, a LOT of funding is absolutely necessary to find the correct 50 pieces.
This is the same for all Crafting Skills.
Even I've sunk a lot of money into creating new dishes, but if it weren't for this long explanation of mine no one would be able to tell.

Also, in regards to profit, Horned Rabbit with Water Herbs is terrific, but since the meat is tough you need Salt at 10Glow, Mixed Spice at 20Glow, Herb at 10Glow; it takes at least this much money.
In addition if it's not a 7 or higher quality and it's not cheap, there's no way you can rake in the sales.
Right now I can gather Herbs to cover what I make, but for the times when the demand is too much I have to buy it from the NPC.

The net profit I'm making at this point is reduced to about 60Glow for every new dish I come up with, and even the profit disappears into further research and development for improvements.
If you want to make money, just going hunting is much more profitable.
The only way I could afford the Werewolf Leather Set I have equipped now was to stop spending money on Recipe research until I somehow got 86,000Glow.

Now, this down-and-dirty behind the scenes coverage of the reason why Recipes aren't being sold had two parts. This second one is much deeper.

There's a huge possibility that there's a hidden stat to go along with Crafting Skill Level.

This isn't just my belief. When a large group of Crafters came together to discuss Recipes, I heard a story about a Weaponsmith.

That Weaponsmith was pretty skilled. The Great Swords he sold were consistently an 8 in Quality.
The world of Quality difference is cruel.
Let's say a Quality 5 Great Sword has an attack power of 100.
At Quality 6 it's 110, at Quality 7 it jumps to 130.
At Quality 8 it's 160, incomparable to the others. (For Cooking it's the taste that improves.)
Because of that, lots of swordsmen would look to get their weapons from that Weaponsmith.
After all, strong equipment will protect you and you can hunt more efficiently to earn money quicker.

There was a player who saw his thriving business.
That player thought that if he could get his hands on that Great Sword Recipe, there was easy money to be made.

So, with a large amount of money he bought the Recipe from the Weaponsmith.

After that he gathered all the materials required and hammered iron like mad, mass-producing Great Swords according to the Recipe
Of course his [Weaponsmithing] level skyrocketed in no time.

Now then, if they were Quality 7 or 8 Great Swords there wouldn't be a problem.
Instead, it didn't matter how many swords he made or how much his skill level increased;
no matter how much he hammered away, he never got anything other than Quality 5 Great Swords.

That player was convinced that the Weaponsmith cheated him with a fake Recipe.
It seems he stormed in and demanded that his money be returned.

It became a huge fight and, seeing no end to it, they decided that the Weaponsmith who developed the Recipe would make it according the Recipe he had written while in front of several Crafter witnesses.
In front of both the witnesses and the player who had bought the Recipe, he

made one Great Sword.
Immediately after he finished, the Great Sword was handed over to the witnesses.
This was to ensure that the sword the Weaponsmith made wasn't switched for another.

The result was a Great Sword with a Quality of a stunning value of 9.
Just like the Recipe, with the same materials and the same forging methods, a gem of a sword came into being right before their eyes.
This was definite proof that the Weaponsmith who sold the Recipe committed no fraud.

From these results, as far as Crafting Skill level is concerned it only lets you make the item.
To improve the Quality there's gotta be a hidden stat…
That was the rumor that was quickly spread.

More importantly, this suggests that there's more than one way to make something.

As more people take [Cooking] there may be more and more players who will make Horned Rabbit meat dishes, but with stuffed cabbage, soup, grilled skewers, stewed dishes – there are actually tons of variations to try.
They may take different flavors, they may take different forms, but all of them are products that have been perfected.

In the game, actually there's not just 1 possibility for a Recipe.
For weapons, for armor, there are many different ways to make them, and all of those ways are "correct".
It's definitely a tough task to find 50 pieces that fit together from 10,000.
'Cause there's a ton of "right answers"

So, going back to that Weaponsmith's story and that Great Sword he made, another weaponsmith's forging method and Recipe are, for the most part, different.
Even if the materials used are the same, there are many ways to make something, and all the ways are different.
And all the ways are "correct", see?

However you look at it, between finished items of the same Quality, neither is inferior.

All the Crafters who had gathered decided that this was, without a doubt, how things worked.
They concluded that a Recipe is the crystallization of a person's hard work and ingenuity.
When imitating that person's Recipe, it's impossible to reach the original's Quality.

For that reason, selling a Recipe to someone could actually prevent their growth as Crafter.
To avoid that, it was decided not to sell Recipes.
This explanation and the one on the Info Site is long, but there've been people who don't believe us and try to call us out, saying, "Crafters are making this up to keep others out of the profits."

……
"So, with that really long explanation, that's why I don't teach other people my Recipes.
I'll teach the basics, though. From there it's best if you go and work your own puzzle to completion."

And now that the explanation is over, the two who were listening while drinking Potion Juice…

"Hee… so there was a story like that, huh~ … so that Info Site's article wasn't just a bunch of people trying to monopolize the Recipes."

That's what Nora muttered absentmindedly.

"Weell, it can't be helped that you took it that way but … the truth is the truth, ya know?"

There's always people who don't believe the truth even in real life.
Well, I don't want to bring real life into the game world.
With just age as a factor there's a lot of things you can't do, things impossible for you and things decided for you, for example.
That's not really fun, and a little sad, right?
Try it just to try it, if it doesn't work then look around for another way.

That’s the way I like to game.

There’s no Skill Writeup in this extra.

This is the feel of how this world’s Crafting and Recipes work.

The Time When I Need a New Combat Potential has Come.

The VRMMO Activities of a Certain Old Man
Author: Shiina Howahowa

The Time When I Need a New Combat Potential has Come.

"owowow … what a failure …"
The guy lying face-down at the Respawn Point right at the beginning is Earth.
There's no other way to say it … he's been Revived[1] (lit: Force Returned). Of course all in tatters.
How did this happen?

He'd gone to the wooded area in Area 4 to hunt Dread Wolfs for ingredients … when a strong greed hit him.

Right, right. If it's like this, won't I be fine?

That's what he thought, and just like that he charged into the forest of Area 5.
In Area 5 he spotted a Big Bee, the #1 weakest monster, shot an arrow … and missed because the Big Bee randomly moved out of the way.
(It really was random, because Big Bees aren't programmed with combat capabilities.)
If the arrow had just fallen when the Big Bee "dodged" it would have been fine.

But after the miss the arrow continued on its trajectory and proceeded to whack a Rock Ant, a monster with Link, right in the head.

By the way, "Link" refers to a special trait that some monsters have.
When a monster with Link is attacked, its friends in the area become immediately aware and come mobbing in all at once.

"Are you kidding!?"
Earth's face froze. Hitting a Link monster by mistake is the worst mistake to

make.

By the way, the sound the arrow made when it whacked the Rock Ant on the head was, Clang! After making that light sound it bounced off. It did absolutely no damage whatsoever.
But it did more than enough when it came to letting the Rock Ants know they were being attacked …
Immediately, they came rushing in to swarm Earth.
In this situation it would be bad to run away; because of the Link trait it will turn into a Train.

Sorry for all the explanations, but “Train” is what they call it when you pull a ton of monsters and keep pulling them along as you run[2].
The string of monsters trailing behind gives the impression of a train, which is why they call it “Train”.

Since the arrow bounced off, bow attacks have no meaning.
In the first place attacking a rock with piece of wood is just asking for it to be bounced back.
Out of necessity Earth fought back with [Wind Magic]’s <Wind Cutter> and [Kick], but the Rock Ant lived up to the name “Rock”. <Wind Cutter> couldn’t cut through it and, against that hardness, [Kick] attacks just rebounded the damage onto himself.

While drinking a potion, Earth struggled to find a way to combat that hardness.
The result was that Earth met a very unreasonable end.
Thanks to the Rock Ant’s Link, another Rock Ant used the Rock Ants’ special Art, <Stun Tackle> and attacked him from behind.

So an archer with low defense, drinking a potion, and somehow fighting an unfavorable battle while completely surrounded by who knows how many opponents,
What will happen if he’s suddenly stunned, lying there unable to move, for a few seconds?
He gets sent back to Town with a Death Penalty, of course.
And that’s the reason the Earth at the beginning of this story was lying there in

tatters.

Forced to reflect on how he splendidly got beaten to a pulp and returned to Town, Earth moved on with dampened spirits.
During the Death Penalty's 30 minutes he repaired his bow and armor.
Afterwards he went around browsing the street stalls.
But …

"There really aren't any stalls selling bow stuff…"

After all this time, of course there have been players who've taken an interest in [Bow].
However, after trying swords or magic a bow can't compare with its firepower and inferior inaccuracy.
Also there's no Homing Assist, adding another degree of difficulty.

This isn't like moving a character on a screen in older style games, but using your own body to move.
For someone watching from within the VRMMO, [Bow] users hang out in the back but aren't able to hit anything.
This impression of staying in the back and not doing anything has created a situation where players who take [Bow] are shunned.
If you're able to overcome that … you can properly participate in combat, but then nobody wants to have a [Bow] user in the party, so players give up improving [Bow].
It's a vicious cycle.

So of course stalls dealing in [Bow] related goods haven't appeared.
Forget not being able to sell anything, you'd just plain lose money.
What Earth is looking for is other peoples' [Bow] related goods, hoping for a flash of inspiration for new [Bow] related crafting methods.
But of course it's not going to be that easy.

Now the Death Penalty's 30 minutes have ended.
Earth is clutching a Smith Hammer in his hand.

There's some bright person somewhere who gets it.
That's right, Earth took the skill [Blacksmithing].

Though it's been said many times, compared to a wooden arrow 2Glow, an

iron arrow is 15Glow.
In his current financial state, if he switched to iron arrows Earth would go bankrupt.
But right now a wooden arrow just isn't cutting it anymore.

Like with the Wild Bear just recently; though he'd hit the weak point the shot was too shallow.
Improving his arrows has become an urgent matter.
In this world, if you can't buy it then make it
Using 5 EXP points is a pretty big decision to make, but right now it's necessary to open the way to the future so he decided to take the plunge.

If we take out the bow's Sneak Attack Criticals[3] , Earth's combat capabilities will fall by 60%.
If we're talking strictly firepower, then it's the tough to use [Wind Magic],
Though [Kick] is versatile, this experience when a portion of the attack was reflected revealed its weakness.
Looking at his abilities, Earth has now reconfirmed that no matter what he goes with, his combat potential is too weak.

To do a simple weapons' power balance, let's say the longsword is 100.
Then:

Two-handed axe is 120, staff (for magic) is 110, spear is 90,
one-handed axe and grimoire is 80
One-handed sword is 75, dagger and magic-hand is 60, bow is 50,
and magic ring is 30.

On top of that, an axe is especially effective for attacks on monsters with hard shells.
They're heavy, so people with half-assed STR (physical prowess) would find an axe hard to use.

Players who can use a one-handed axe on top of, like Reiji, being equipped with heavy armor and a shield are truly rare.
Those kinds of players are known for almost never failing to defeat a monster and for being nearly indomitable.
Of course, the player's ability is also a factor.

In any case, for the bow, which is among the lower damage dealers, to come out ahead, the sneak attack criticals are absolutely necessary.
But if the all-important arrows can't penetrate, then that method is worthless.
That's why, he must remodel the arrow. First and foremost, wooden arrow's initial arrowhead must be further developed.
The goal is an arrowhead made with a weight and sharpness to pierce the opponent.

For mining ore, a Blacksmith player taught him the basics.
Afterwards he made ingots intently.
For the sake of experimenting with the arrowhead's shape he made a huge amount of ingots so he wouldn't run out in the middle of development.

That day Earth single-mindedly made ingots, raising his skill quite a bit as he continued until logout.
Actually he wanted to keep going a little more, but the effect it would have on real-life work would be bad.
Suppressing the burning dissatisfaction of leaving things unfinished, he went to bed.

SKILLS
[Bow]Lv30 **[Kick]**Lv27 **[Farsight]**Lv25 **[Wind Magic]**Lv18
[Craftsmanship]Lv30
[Cooking]Lv34 **[Woodworking]**Lv11 **[Blacksmithing]**Lv8 **[Stealth]**Lv20
[Physical Ability Boost]Lv33

Reserved Skill(s)
[Alchemy]Lv30

EXP 14

And with that, the [Blacksmithing] skill was obtained.
With this he'll be able to make some equipment made of iron.

---

1. Forced Return – well, in English we just say "I Revived" or "I got sent back to the Spawn Point", but it doesn't have the same ring. At the same time, the

Japanese “Forced Return” (shinimodori) isn’t associated as a common MMO term in English. Hrm… so you get both lol.

2. Train – it’s basically the same as the MMO slang “kiting”, just specifically about when you’re kiting a LOT of mobs. Kind of interesting that in Japanese MMOs, the technique of continuous aggro and running to keep a monster busy isn’t as important to name as when you’re stringing them all along behind. Ah, sorry, linguistics minor rearing its head. Haha, probably only I care because on the rare instances I party up, I like to play dps-tank and usually end up kiting things as the squishies pick them off behind me while yelling, “Heals! HEEAAALS!”

   … maybe it’s because that kind of stupid bait and run tactic isn’t evaluated well in JMMOs?

   Btw, it wasn’t really explained but the reason a Train is bad is because you can accidentally (or on purpose) catch other players in it and turn it into a MonsterPK situation.
3. Sneak Attack Critical – “weakness ambushing attacks”

—

Translator note:

Couldn’t tell if it was actually in third person or not until I was 1/3 of the way through. Japanese is fun that way!

Is it just me or is the scene where he misses the Big Bee and hits the Rock Ant way funnier than in the manga?

The Sharp Arrow and the Heavy Arrow

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa

About making a new type of arrowhead

The Sharp Arrow and the Heavy Arrow

It's now been several days.
Ever since then I've been at the hot forge, single-mindedly crafting.
As a result, [Blacksmithing] exceeded Lv10 and,
I'm no longer considered a beginner blacksmith.

In order to get used to [Blacksmithing] I made knives and short swords until I lost count, despite not being able to use them … … and immediately sold them to an NPC hot off the forge.
The experience from making knives and simple swords are necessary for making cutting edges, but it's not possible to make money this way.
That reason is left for another day.

Now then, on to the arrowheads that are the number one reason behind this whole operation.
First up is the sharp arrowhead for piercing.
I think I should make it in the shape of the conventional, basic arrowhead.

But, I really do need some special types of arrows for different purposes.
Changing the arrowhead's point, for example.
If I run into some opponent like a golem where piercing and stabbing is difficult, only having arrows made for piercing through will definitely turn it into a bad situation.
In the case of the recent Rock Ant's hardness, rather than trying to pierce through, a bash or shock impact would be a much better way to deal damage.

Mulling that over, I think of another type.

It should have some weight, and instead of a tip it should have a flat, level face imitating a mace.
I wonder if trying to make an arrowhead for bashing will be interesting at all.
After all, anything made of hard iron hitting at high speed is bound to smash its target.

Since the feudal era, ordinary stones have been used for throwing, to rain down upon the rank-and-file soldiers.
There have been cases of helmet-wearing warriors killed that way.
For a thrown stone to be so effective, the effect of a shot of hard iron fired at high speed from a bow would completely smash its target.

With that in mind, it'd be best to make two types of iron.
I'll make the basic iron for the arrowhead for piercing, and for the bashing arrowhead I'll make dull iron.[1]

Around here is where you'd want to bring up steel, but that requires a more difficult purification technique.
I can't make it consistently and it won't give me any extra enhancements, so this time I'll give up.
Right now my priority is making a large amount of iron.

Dull iron has the properties of lead.
It's too weak to make the tip of a cutting tool, which is why it's important to practice how to handle iron.
It's also very heavy. If you made heavy armor out of dull iron you wouldn't be able to move.
For those reasons, it's an iron not normally used with [Blacksmithing] skill.
However this time I'll choose to go against that and use it.
Conveniently, that weight is just what I wanted.

To start, the first one I make is the regular, pointed tip, piercing arrowhead.
I made several prototypes for testing, but I definitely had to compromise because of my current blacksmithing ability.
The simple, 3-sided pyramid shaped small barb was made to be similar to the popular arrow style.
That arrowhead shape I'm aiming for is, comparatively, too traditional, but well,

it’s fine.
I carefully mass produce them according to the Recipe.
For the penetration power, I carefully use the methods I learned while making knife blades.
And after a time, it’s complete.

—

Iron Arrowhead

Attaching this to a wooden arrow will give it the capabilities of an iron arrow.

Adds Atk +6

It is useless if not attached to a wooden arrow. Quality 6

—

Like this the wooden arrows have been made close to Atk +7 iron arrows, it can be called a success.
This will greatly raise my fire power.
With the small increase in weight, it’ll be a problem if I don’t improve the bow soon too.

I’ve successfully completed the item for my current goal, so now, like the time with the potion, I mass produced arrowheads until I run out of iron.
After mass producing the arrowheads, next is making the Recipe for how to attach it to the wooden arrows.

And after that, again there’s a mass production, this time of iron arrows.
Despite the effort to make the first one, once the created Recipe is complete, like this I will be able to replenish my consumables quickly.

After making plenty of iron arrows, next is working with dull iron.
I begin to make a mace-styled arrow.
Here I use a 5-sided counterweight-shape as the model.
For people who know about kusarigama (chain and sickle)[2a] weapons, they’d understand it’s “that”[2b], more or less.
Since it’s for an arrow, the form is made quite a bit smaller.
Because of the dull iron’s weight, if it’s any bigger the heaviness would increase and it wouldn’t fly well.

I energetically hammer the form into shape.
Since I can make the counterweight's shape, it might be possible to make a kusarigama …
Let's challenge it for fun to level up [Blacksmithing] later.

For arrow use, the height is about the length of a pinky toe.
Since I used dull iron the weight I want is definitely there.
Thinking about how it'll fire from a bow and the balance, this size is just barely within the limits.
If it doesn't fly there's no point to it at all.
Should I try getting my revenge on the Rock Ants with this arrow now?
A new [Bow] Arts to shoot would also serve…

—

Heavy-Bludgeoning Arrowhead

Attaching this to a wooden arrow will allow you to use it as a heavy bludgeoning arrow.

Adds Atk +8

It is useless if it's not attached to a wooden arrow. Quality 6

Special effects: Reduced Range , Effective against special enemies

—

"Reduced range" and "Effective against special enemies" came out.
I seem to have made the item I was hoping to.
Now I'll just need to test shoot it to confirm how much the range decreased.
And attach it to the wooden arrow to make the Heavy Bludgeoning Arrow Recipe.
And then mass produce.

For now, my goal is achieved with this, huh.
It's getting to a time where not logging out would be bad …

Here is the welcomed conclusion for arrowhead production.
Next is necessary production for [Kick] supporting equipment.
Looks like I won't be leaving this hot forge anytime soon.

SKILLS

[Bow]Lv30 **[Kick]**Lv27 **[Farsight]**Lv25 **[Wind Magic]**Lv18
[Craftsmanship]Lv33
[Cooking]Lv34 **[Woodworking]**Lv12 **[Alchemy]**Lv30 **[Blacksmithing]**Lv12
[Physical Ability Boost]Lv34
Reserved Skill(s)
[Stealth]Lv20

EXP 15
Heavy-Bludgeoning (Jyuupoku) is a constructed term.
With a weight, killing through beating … it's the way to fight with a mace, isn't it?

—

1. "dontetsu"- Wth is "dull iron"? For the piercing type a more brittle iron will hold an edge better, while for the bashing type you want a more malleable iron with less carbon in it.
   Basically the first type for piercing would be "cast iron" grade and the second type for bashing would be "wrought iron" grade. Does "dontetsu" legitimately means "wrought iron"? I dunno.
   For the interested: Cast iron is the first usable smelted ore made by heating it at high temperatures. Wrought iron is made by processing cast iron to reduce the carbon. Steel is basically wrought iron, except using more controlled methods to determine how much carbon content is reduced, and thus generally better than wrought iron.
2. kusurigama – a small sickle attached to a chain with a weight on the other end. "That" probably refers to the counterweight (fundo), which can be a pentagonal block (round, hexagonal, flat, etc are other shapes), but I'm translating アレか (areka) as "that". Katakana is the thing I have the MOST trouble with, surprisingly, so let me know if that needs to be corrected.

Preparing Tricks for Shoes

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa

—

There’s still more to go about equipment enhancement …

Preparing Tricks for Shoes

Now that I’ve finished the arrowheads, it’s time to move on to [Blacksmithing] work part 2.
The next goal is to make additional equipment that attaches to the Werewolf Leather Boots.
It will be equipment that will specifically enhance [Kick].
Like when I attacked the Rock Ants, there are bad situations where the damage can be rebounded, though there might not be that many opponents like that from here on.
Furthermore, for [Kick] attacks that don’t use supporting weapons, the offensive power will definitely drop no matter what.
I’d like to address these two problems…

“If I can make some kind of weapon equipment that looks neat for my feet, wouldn’t that be great.”

I say that, but before we get into the aesthetics I need to try and make some fixtures so that I can actually attach the equipment to the Leather boots.

Now then, since it’s like that … as an example, Spike Shoes and Ski Boots seem to fall within my ideas.

Spikes are anti-slip metal fixtures that are largely durable.
While kicking something with a large amount of spikes, the parts you kicked will be covered in holes.
For now, I’ll ignore the thought that it’s gruesome.

Ski boots are shoes that can soften impact. It will deliver only the intended

striking damage, suppressing any reflected damage from a kick ….
I really need to think of how to attach shoes to shoes.

Also, attaching several blades to the sides of the shoes can give me a choice on whether to kick or slice, depending on the type of kick.
With that kind of thing it's also possible to improve the offensive power.
I practiced making cutting edges to death with the short sword and knife that I can't use.
Afterwards it's time to try and remodel it some.

And so I drew several blueprints.
If the weight is too heavy it's "No Good".
Killing the mobility would be a fatal blunder for the fragile me.

While going, "good, good", I've decided on the form.
The result is 7 spikes on the bottom of the foot and a blade left and right on the side of each foot.
If I add anything else, aside from having to figure out how to attach it, the weight it would add would push it into the "No way, no how, just give up" level, so I'll leave it as is.
This time's prototype will be for investigating for improvements based on ways to reinforce fighting in the recent battle.

I decided that the layout of the 7 spikes is 3 in the front, 1 in the middle, and 3 at the heel.
The spikes are for increasing [Kick]'s offensive power, but since they'll work as anti-slip measures it's better to have them placed evenly to ensure a steady balance.

For the blades that will go on the left and right side of my feet, I tried to use the kukri knife[1] and janbiya[1.2] dagger as references to the shape of the blade … but this…I'm struggling.
If the bend's too extreme it can't be attached easily; if it's too straight it won't cover the front of the foot.
While drawing a pretty moderate curve on the side, I make it so it arcs in front of the foot;
If the blade wasn't such a "different" shape I wouldn't be able to make it work.

I hear a blacksmith player crafter nearby say “That, how are you supposed to use it?”
It’s really too different after all.

Actually, when I finally finished making the shape of the two blades my usual logout time had passed … I logged out in a hurry and forced myself to go to bed.
… I manage to avoid being late.

As such, after returning home from work, I finished eating and took a bath before logging back in.
Today I want to build up an outer shell to attach things to the shoes.
There’s no way you can attach spikes or blades directly to shoes even in the game, so I’m making a kind of pseudo shoe that covers the outside of the shoe so that it can act as the attachment.

Taking the basic pattern from the Leather Boots, I made it a bit bigger.
It will be designed to cling to the Leather Boots tightly.
After roughly taking the form, from here I’ll reduce it little by little.
I’ll keep at it until it’s a perfect fit.

… just the outline of the shell took 30 minutes.
At this time I seriously thought that I want more Real degrees of dexterity.
Only the skill for excessively wielding the hammer is going up without effort.

It’s not too stout, nor did it add too much weight.
Quite the opposite actually, it’s too thin, resulting in a loss of durability.
To determine the best balance between the thickness and durability of the outer shell, for the iron part I will use trial-and-error to figure out the thickness.
Adjustment by adjustment piled up, and pretty soon 1 hour has gone and vanished.

Finally the outer shell is complete, and it’s time to see how well it attaches.
… I try walking, kicking, and lunging forward, and I don’t feel like there’s any extreme increase in weight.
Here the blades and spikes aren’t attached …
A little bit of training will probably be necessary to get used to it then.

At any rate, the endurance level is also cleared, so finally I can attach the blades and spikes.

The blades are set right and left, respectively, for each shell, from there a number of fixtures are set around them to attach them securely.

For the spikes I've made some inset holes in the shell for attachment.
I put them in, and also use small fixtures are used to ensure stability.
I push and pull on them to check if they're firm.
It's necessary to confirm that carefully, since it's a part that's likely to be abused.

I put it on after celebrating the attachment's completed form.
Ah, as I expected the weight's increased some …to master this I'll go to the Dread Wolf area and raise a blood festival[2] by kicking up a storm.
Though it might not be enough get the feeling just by going to break it in.

—

Leg Blade Prototype

Adds ATK+12 Adds DEF+2

Raises [Kick]'s offensive power when attached to Leather and Light Armor shoes.
An iron attachment, it is useless if it's not attached to shoes.
Also, it is unable to be used if [Kick] has not yet reached LV15.

Quality 5 Reduces [Kick]'s reflected damage Increased weight

—

Hee~h, so you can attach it to Light Armor shoes.
It might be good to make it and see if I can sell it to people who've taken [Kick].
If I use it myself, there might be people who'll see it and take interest, and maybe even come over to ask about it.

"Is that the finished piece?"

That's a blacksmith player who raised his voice.

"For now, but you know … now I'll have to test them out to find all the problems."

That's how I responded. There's still a long way to go until I really complete them.
That said, it's definitely an increase in combat capabilities … for me right now,

it’s more than enough.

“A supporting weapon for [Kick], that’s another weird thing you’ve made.”

He said that while laughing, but you can tell it’s not the jeering sort of laugh.

“It’s more interesting this way, right? Just taking the first sword’s swing is different for everyone.
That this ‘weird weapon’ also exists somewhere is nice, isn’t it?”

That’s how I responded.
From around me, “Yeah, it IS more interesting that way,” were the responses.
For people into [Blacksmithing], there are those who like making the rare, unusually good weapons, and there are also players who carefully craft their work, to each their own.
There’s also a kind of blacksmith that makes weapons for showing off that tickle the ‘chuuni’[3] heart.
It’s a ‘since I’ve completed it in victory, please come take a look!’ kind of item.

The players in the forge have suddenly increased, and “Good work” and the likes were said.
Of course I have the Leg Blade Prototype attached to my shoes.
In reality this type of footwear would be a danger to my surroundings, but this is a game.
It seems like if I don’t have the intent to attack, the slashing effect won’t come out.
It’s a weird trait, but it’s convenient.

At long last, the arrowhead and shoe combat improvements are done; the next day I’ll move onto the bow’s remodeling.
Heaving a large sigh, I log out.

SKILLS

[Bow]Lv30 **[Kick]**Lv27 **[Farsight]**Lv25 **[Wind Magic]**Lv18
[Craftsmanship]Lv33
[Cooking]Lv34 **[Woodworking]**Lv12 **[Alchemy]**Lv30 **[Blacksmithing]**Lv18
[Physical Ability Boost]Lv34

Reserved Skill(s)

[Stealth]Lv20

EXP 15

Now the shoes have violent looking blades and spikes.
If this wasn't a game, it'd be an unjustifiable attachment (heh).

---

1. a) kukri knife – a curved blade from Nepal
   b) Janbiya dagger – a curved middle-eastern blade. (jyanbiya was mispelled as shyanbiya, giving me kind of a run for my money. Dang katakana.)
2. blood festival – a massacre
3. chuuni – short for "chuunibyou", and refers to the near-delusional desire to be special/cool/an anime character.

And Now, it's a Bow, but Let's Charge Down the Path of Ridiculous Equipment

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa

—

Now that we've talked a lot about shoes, let's go to town on bows.

And Now, it's a Bow, but Let's Charge Down the Path of Ridiculous Equipment.

"Here, the bowstrings are done!"

I received the 30 bowstrings I'd asked a tailor crafter for.
With this I can try and challenge making a new bow 15 times. Why would 30 bowstrings only give 15 tries?
That's because the new bow concept I have uses 2 bowstrings.
It's easy to say that, but I'm going to have to surpass the boundaries of reality to make it work.

"By the way, those are some nasty looking shoes, nee. Are you going to go all slasher[1] on your opponents?"

The tailor oneesan[2] asked, interested.

"Aaa, these shoes wouldn't be able to do that.
If you wanted to play slasher, swinging a sword around and using [Sword] skills would be infinitely faster.
Instead of killing by slashing, it's more like these are for 'whittling down' my opponent's health."

In the first place, the movements between swordsmanship and kicking are too different.
Really, holding a sword would be way better if I was going to go with slashing as

my main.
They're called "Blade Shoes", but in reality it's a weapon that shaves off damage by aiming for places on the opponent where their defenses are thin, and on humanoids their neck or fingertips.

It would be hard to cut through an opponent while only having a blade that measures about 3cm.
There's no rule that says you can't name it "Blade" if it can't completely cleave through an opponent.
And whittling away at the opponent little by little, digging in a bit and gouging; they're splendid battle strategies.
Since there aren't any Arts for [Kick], this kind of thinking is indispensable.

"You also made such a dangerous thing, nee, even though you're a chef."

"It was driven by necessity so it couldn't be helped", with that explanation as my parting farewell, I hurry to the woodworking station.
It's true that if I used these shoes and went after a PVP opponent's neck, in "Real" it would become a horror situation you wouldn't want to see, wouldn't it; I'm thinking that kind of stupid thing.

Now then, finally it's the time to craft the main weapon, the bow … I'd like to say that, but before that my [Bow] skill reached LV30 and I have to choose a specialty.
There are three choices: [Short Bow], [Hunting Bow], [Long Bow].

[Short Bow] has a short induction time to give characteristic of rapid-firing, and it's easy to handle.
In exchange, the range and offensive power will fall no matter what.

[Long Bow] is the exact opposite with a long induction time, and the bow is bigger so it's a pain to maneuver.
In exchange the range and offensive power of each shot is perfect, exactly suitable for becoming a sniper.

The two I just gave are simplified explanations, since I've rejected both.
With the [Short Bow]'s handling, the ability to make tight maneuvers is attractive, but the range reduction is enough to make me 'gaku~' fall to the ground so I mark it off the choices.

This has to be for people who can handle acrobatic fighting at short-range.

[Long Bow] is even more “Nope”. Because of the maneuverability needed with [Kick], [Long Bow]’s large size will just get in the way.
Also, the long induction time just isn’t suited for my solo play.
It’s more for people who often join parties, and taken by people who choose to specialize as a sniper.

Since it’s like that, other than the [Hunting Bow] that’s not too much bigger or with too different of a range
than the [Bow] right now, there’s no other option.
From the beginning, the choice couldn’t be too different.
For the most part, [Hunting Bow] isn’t any different from the current [Bow]. The good and bad points are pretty balanced.
Of course since the skill is a tier higher, there are increased benefits like better offensive power.

It takes 3 EXP to change [Bow]LV30 to [Hunting Bow]LV1.
I’ve finally specialized, long after everyone else’s combat specialization.

Now let’s regroup and go back to bow production.
I want to make a bow that would absolutely never exist in “Real”, where the bow and the bowstrings will stretch into an “X” shape.
Also, thinking about drawing the bow, the right bowstring would be nearly vertical while the left bowstring would slant so a perfect “X” shaped bow isn’t possible.
Thinking about the draw angle when you pull 2 bowstrings at the same time, to take advantage of the design, there’s no way the shape won’t become a little distorted.
Why would I try to make such a bow?

Because trying to make something that would never exist in “Real” is interesting.
This kind of enhancing beyond practicality is a kind of romance.
Because it’s a game, something like this is allowed.

Since I’ve already drawn up the blueprints I’m furiously whittling the form.
A pretty firm and sturdy piece of wood will be positioned at the center to

become the pillar of the bow.
For the wood that will draw the left and right bowstrings I use wood with more elasticity.

Learning from the previous connected-double-bow attempt, I positioned a stabilizing coupling joint made of wood together with the bow arms and clamped them together.
At any rate, in order to make the shape for this pretty weird bow, just having a connection of brute force is definitely not enough.
In particular, if I'm not careful when I slant the left bow in front of the right bow, the base, it won't become an "X".

The strength is insufficient when I make it according the blueprint, so I went back to the forge to make a reinforcement.
After amending the blueprint, I try to make the bow's shape again.
I repeated this for several days.
This bow is such a completely different type of bow, so the crafting isn't going quite well and the materials are steadily decreasing.
Even so, the process of making this new type of shape, succeeding little bit by little bit, is fun.
And then, after a lot, it's finally complete!

Because the bow's grip is the foundation, and for making the "X", just wood won't cover it, so I made an iron grip a bit thicker than the wood.
With that, I can achieve the "X" shaped bow, and attach the straight bows at the foundation point together.
And so the difficulty in the grip is somehow or other cleared.
I determined that the left bow should slant at about a 30 degree angle.
The right one was stabilized at about a 10 degree slant.

The bowarms' tips are also reinforced with iron, increasing the strength.
The previous time with the composite bow I didn't have [Blacksmithing] so I couldn't do it, but doing this increases the durability by a lot.

Both of the bowstrings are drawn back together. And then released.
It takes more strength to draw than the previous bow, but it's a good reaction.
Compared to the previous skill LV, my abilities seem to have gone up and I can suitably handle this bow without any problems.

In the end, the wood I'd gathered from the forest area has just about all disappeared.
Doing this near-impossible plan was all for the sake of drawing closer to the dream, running down the path of "romance".
For that, there's a meaning; there's merit to it.

—

X-Styled Composite Hunting Bow

A bow aiming to increase offensive power by adding 2 bows together in an "X". That an arrow can be fired from this strange shape can only be called a marvel. The handling's difficulty is greatly increased; a beginner with bows will absolutely not be able to use it.

ATK+32 Quality6

—

The Prototype Composite Bow I've been using had an attack strength of +12, so this one is a drastic jump. It's a powerhouse.
I've performed maintenance on the Prototype Composite Bow repeatedly, but still its lifespan has now drawn to a close.
Unconsciously I muttered, "Good work, I've been in your care."

Even though it's just a piece of data found inside a game, even so it's my buddy that's worked hard up 'til now, so it's fine to say a word for it.
I have some attachment to it. Even if it's in the virtual world, I brought it into being with my own hands, so I can say it definitely existed here.

SKILLS

[Hunting Bow]Lv1 **[Kick]**Lv27 **[Farsight]**Lv25 **[Wind Magic]**Lv18 **[Craftsmanship]**Lv36
[Cooking]Lv34 **[Woodworking]**Lv18 **[Alchemy]**Lv30 **[Blacksmithing]**Lv19 **[Physical Ability Boost]**Lv35

Reserved Skill(s)
[Stealth]Lv20

EXP 12

And so, from hereon my main weapon is this really unreasonable bow.
A bow with a shape using 3 bows all attached in the middle part and branching out wouldn't even be look like a bow.
* I have a tendency to go in this direction.
The middle one would be the foundation of the bow, and the other two would make an "X" for the "X" bow.
Since I can have a bow that would never exist in real-life, this so-called impossibility would be interesting so I'd love to see it.
<T/N: No dude, that's just … stop. Just … stop.>

---

1. "kiru" – in Japanese there is a verb for "killing/destroying by cutting/slashing through your target(with a blade)". There isn't a term that convenient in English. Unfortunately, the way the story goes, it points out EVERY DANG NUANCE of the verb.
   As you might have noticed, I changed it a little to suit a more English-speaking audience (instead of forcing the awkward sounding phrase "killing by slashing/cutting through" in place of the verb) while trying to keep the same nuances of the author.
   I also considered going with "dismembering" in place of "kiru", but decided against it.
2. oneesan – in this case, used as indicating the tailor is a young woman, but not a girl. In other cases, can refer to a shop attendant (waitress, usually), an older sister/cousin…

Test Shooting and Revenge

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Test Shooting and Revenge

Somehow or other, I've finally made a bow, arrows, and kicking support-attachments that will increase my attack power a tier.
Now it's finally the time to test it all out on a monster opponent.

Of course before I head out to the field I refill the food vending machine that has completely run out; it's been empty several days now.

That aside, the first thing to do is test-shoot the Iron Arrows and Heavy-Bludgeoning Arrows at a tree.
The Iron Arrow's range doesn't seem to have changed, but the Heavy-Bludgeoning Arrow seems to have lost about 20% of the distance … it's a distance that's barely acceptable.
It seems I was able to keep it within 75% of the Iron Arrow's effective range

I test out how the Blade Shoes handle with [Kick] against a large amount of Dread Wolves that I pulled as my opponents.
Every once in a while I threw in some [Wind Magic] use.
Since the blade is so short there's no way I can inflect a severe gash, but even so when I aim the blade and kick towards the throat and tips of the paws, there is clearly a small amount of additional damage.

The spikes on the bottom of the shoes … that is to say, the portion of the short, sturdy stakes made of iron that's easy to kick with has left the Dread Wolf's face a sorry mess after getting stabbed with the spikes.
It seems it's a success, since the Dread Wolf's HP most definitely dropped.
Compared to the blade, the … small "Pile Bunkers" on the bottom of the shoes can tear through easily and it's much more damaging.
Looks like the blade part's going to need some improvements…

I should do that sometime in the near future; gotta mine more iron.

Now that I'm thankful this game doesn't produce too much gore after the gory kicking part, at long last it's time for my revenge against the Rock Ants.
It's a blessing that the blood that spurts out is very small.
(It's to the extent that Worms and the like only shed a little bit of purple blood.)
In old games the monsters' bodies would be like they were undergoing surgery.
Compared to that, this modern gore is more than enough.

I head into the forest area, looking for the Rock Ants that had beaten me to a pulp before.
I'm using [Farsight] to carefully check the layout of the monsters.

Like I said before, these Rock Ant's have Link, and from the next explanation you'll understand exactly how nasty Link is.
Initially, Link's area of effect isn't really that large, but add another Ant and Link's area increase 2xs. It has that kind of ridiculous trait.
And so, if you have 3 monsters with Link … it wouldn't be weird to have Rock Ants swarming in front-back, left-right, from 360 degrees all around.
This kind of OP target tracking awareness's strong point is, it's also impossible to run from since Link's area of effect will expand and you'll be surrounded and then beaten up.

The advice is, take it out in one hit before you get noticed.
If that's impossible, then avoid them … that's how it is.

The forest has wood and lots of herbs, so there are a lot of players who come for gathering.
Pulling a train in the middle of all that would be a huge nuisance for them.
With just one shot, it'd be impossible to avoid getting everyone all caught up in it.
That's why it's crucial for me to check the area carefully with [Farsight].

After searching about, one lone Rock Ant spaced out and wandering around found!
I check all around to make sure there aren't any other Rock Ants about.
Finally, the time for me to try out how the X Bow and the Heavy-Bludgeoning Arrow perform has come.

With [Stealth] hiding my presence, I draw closer into shooting range.
Once I entered the shooting range, I launch the <Arrow Twister> that I learned at [Bow]LV30.
It’s a piercing ability that increases the attack power by 1.2xs using high-speed rotations.
The mace-like Heavy-Bludgeoning Arrow probably won’t get that piercing ability part, but I’ll gratefully welcome the attack power increase from the rotations alone.

“<Arrow Twister>…”

Though I’m in [Stealth] I announce my attack in a low voice while firing the arrow.
Previously the Wooden Arrow was easily repelled, but this time’s arrow is a completely different beast.
Take this dangit, and now I’ll wait and see the results of the arrow.

The Heavy-Bludgeoning Arrow I fired with high-speed rotations was shot at the rock-like armor
Of the Rock Ant’s head, and with a “DOGON!” the Heavy-Bludgeoning iron head hits, rendering its armored shell useless and, with a loud, echoing sound, shattered it into pieces.
But that Rock Ant who took the hit, just when I thought the armored shell cracked, in an instant it ‘s splendidly shattered, revealing the bare head portion inside.

I immediately ready an Iron Arrow. It seems the Rock Ant is dazed from the shock, since its movements are clearly much slower.
I can’t ignore the possibility that the loud, echoing sound will draw in other monsters.
I should hurry up and finish this while its movements are slowed.

The Iron Arrow pierced the Rock Ant’s head that no longer had anything protecting it.
Just when I’m thinking that the Rock Ant is writhing, it was easily defeated.
The opponent that I couldn’t defeat with my previous gear no matter how long I took, I’ve easily defeated it; that’s the current reality.

I check my surroundings with [Farsight] just to be sure.
Attracted to the sound a few Rock Ants have come a bit closer.
I calmly reactivate [Stealth] and walked slowly away from the spot, then released [Stealth] and checked the situation.

… Looks like Link wasn't activated; they're purely here just because of the sound and leave soon after.
I let out a small sigh of relief.
Still, the result was everything I wanted, but I hadn't thought of the loud sound it would make.
I wonder if the loud sound was a result of some trait of <Arrow Twister>?

Soon after, to confirm the <Arrow Twister>'s reaction on the a Rock Ant, I launched another attack.

"[Stealth] … [Twin Fang Arrow]…"

This time I'm using <Twin Fang Arrow> that I acquired immediately after taking the [Hunting Bow] specialty.
It uses 2 arrows, one above and one below, on a trajectory that looks like two fangs biting down[1], truly an Arts that can only exist in a game.
The loosed fangs bit into the Rock Ant's head-armor with a dull "Dogo, dogon" sound.
Compared to the <Arrow Twister> from before this was quiet enough.
After that, a single Iron Arrow was enough to take the Rock Ant out.

Afterwards I found a few more lone Rock Ants wandering around, so I used <Twin Fang Arrow> to break open the head, then used [Kick] and [Wind Magic] to attack afterward to see how it'd go.

Like last time, the reflected damage and the [Wind Magic]'s armor ability were both bad, so I ditch the wind armor and kick normally, using [Wind Magic] to add to damage, defeating it much faster.
Seems like breaking the head open exposes a weakness, or going for the opponent's liver.

Now that I can defeat it, it's turned into quite the delicious opponent.
My skill levels keep steadily going up and up.
The skill's used in combat have leveled well.

By leveling, it looks likes I can find more definite ways to expose weaknesses. Also, looks like the armored shell drops would make good Light Armor materials. I'll take it to an armor crafter and try to figure out the market price for it.

Now I've more than enough satisfied my grudge from the previous beating. In one day I've earned the largest haul I've had in a long time.

SKILLS

[Hunting Bow]Lv8 **[Kick]**Lv33 **[Farsight]**Lv25 **[Wind Magic]**Lv24
[Craftsmanship]Lv36
[Cooking]Lv36 **[Woodworking]**Lv18 **[Alchemy]**Lv30 **[Stealth]**Lv24
[Physical Ability Boost]Lv40

Reserved Skill(s)

[Blacksmithing]Lv19

EXP 14

The spikes on the bottom of the shoes aren't thin needles, but short, fat stakes. That's why there's only 7 on the bottom of the feet.
I didn't write it previously after the crafting so that I could write it here.
I'll take your criticisms, but I have no regrets!

<T/N: This, like most of the things after the Skill Writeup, is an author note. I personally don't want to take those particular criticisms, lol.>

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1. Twin Fang Arrow – literally, "two arrows up-down running with chomping-like trajectory drawn." So… I put in some extra descriptors to help explain wth that actually means.

And Now a New Stage has Come Around; Will it be a Tragedy? A Comedy?

<T/N: NO SPOILERS in the comments, please!>

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

And Now a New Stage has Come Around; Will it be a Tragedy? A Comedy?

For a while after, I set out to excessively hunt Rock Ants.
It's not just to satisfy my grudge, I do have proper reasons.

One is that I want to raise my overall combat abilities if even just by a little bit. With Zwei and the others' guild members, another reason is so that it won't be unreasonable to ask them to party up to fight tougher opponents.
There's also the fact that steadily increasing my skill levels is really a lot of fun.

One more reason is …

—

Announcement to all Players

To everyone who is enjoying [One More *Free Life* Online], today we bring you a momentous announcement.

It's been some time since we opened our servers, and after we've seen all the various ways of life everyone has made for themselves here, we have decided that it's about time to advance onto the next stage.

With that in mind, in the near future we will be performing our first large-scale update.

The update title will be [Dance of the Fairies].

There will be new Skills, new Arts for already existing Skills, and increased

crafting result options.
Also, a new existence called a [Fairy] has been added to be a player support character.

The [Fairy] can fight alongside you, help you in your crafting; it's a support to make the players' lives a little easier and a lot more fun.

Also, the Fairies will have different statuses attached to them.
From low to high, they are Common, Uncommon, Rare, and High Rare.
Common Fairies are small-sized animals, Uncommon are medium-sized animals, and Rare are those that can take a humanoid form.
It is possible to improve a Fairy's status, but that will only be limited to within the coming event, and will depend solely on your luck.

Regarding the details of the event, we will announce it on the official Homepage in due time.
With that, though it will still be some time away, please look forward to the update and event.

The [One More *Free Life* Online] Management

—

That's the event announcement they sent out about the upcoming update.
Within the players there's a "That "dance party" is gonna be a "battle party", definitely!" kind of mood going on … so there's a lot of players who want to surpass their current combat capabilities. (butokai – dance: butou-armed fight, kai-festival)
I've heard the rumors from all over the place, and it seems like just about everyone is fighting everyday to up their combat abilities

All the crafters are kept busy repairing armor, and I myself am busy restocking potions and food.

Even if it doesn't turn into a "battle party", the announcement before clearly stated there's going to be new Skills and new Arts added, so it's best to push and raise everything as much as you can.
I was surprised to hear it, but it looks like the top players are all dashing to reach LV60+ with their top weapons skills

The top guys probably want to be ready to change skills immediately when the update comes.
Even if it's not to that extent, I'm also leveling my own skills on Rock Ants, a bit slowly but they're leveling.
Right, this might be a good time to head to the next area.

—

Announcement to all Players

After the next maintenance, the large-scale update, "Dance of the Fairies", will be live.

For the first half, you will be contracting with Fairies, as well as getting used to the behaviors of the contracted Fairies; it's a period of time to deepen your relationship with your Fairy.

Contracting is limited to 1 try.
However, different Fairies can be called depending on the place you try to contract.

If you perform the contracting ceremony next to a fire, you can call Fire Fairies.

If you perform the contracting ceremony next to a river, you can call Water Fairies.

If you perform the contracting ceremony in a forest, you can call Wind Fairies.

If you perform the contracting ceremony where the soil is laid bare, you can call Earth Fairies.

Like that, each type of place has a type that can be easily contracted.

Also, there are Light and Dark Fairies, but it will be rare that they respond to a contract.
Please understand that it will be impossible to improve your chances to contract with these Fairies.

Finally, it's extremely rare, but it is possible to get a [Fail] result when contracting a Fairy.
Even we don't know if anyone will Fail.
The chance to Fail is only 0.015%, so there's more than enough of a possibility

for everyone to succeed without a Fail.

With that, please look forward to the next update, “Dance of the Fairies”.

The [One More *Free Life* Online] Management

—

Looks like the next maintenance is going to take extra long and it’ll probably be followed by another one.
First the large-scale update> bugs are found > 2nd maintenance
All the players are going, “Management what the heck!”; this is also an MMO staple.
Let’s just pray that the maintenance goes smoothly.

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv46 **[Farsight]**Lv30 **[Wind Magic]**Lv32
[Craftsmanship]Lv38
[Cooking]Lv38 **[Woodworking]**Lv19 **[Alchemy]**Lv32 **[Stealth]**Lv27
[Physical Ability Boost]Lv48

Reserved Skill(s)
[Blacksmithing]Lv20

EXP 14
This time let’s talk about the odds of a dice roll.

Fate’s dice chooses 6 out of 6.
Why am I writing about such a harsh thing …?

<T/N: Again, please no spoilers. I’m doing my best to catch up, but just giggle quietly for now. Or I guess you can do the spoiler block-out thing; I dunno how to do that tho.
On another note: Finally! Caught the tip of this arc. Ganbatte, atashi.>

Dance of the Fairies, Start

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies, Start!

At long last the update finished, so I immediately log in.
Eh? What about work? Of course I've properly done it?
Even my overtime was properly done.

It's because the maintenance finished at 9:00 at night.
By the way, they said the maintenance took 45 hours.
It was so long that the forums went ballistic over it … does it matter that much?

… well then, I've safely logged in. I immediately check for a System Mail.
My goal is the [Fairy Contract Crystal].
This System Mail should have been sent to all players.
It's an Item you have to have with you for contracting with a Fairy.

—

Fairy Contract Crystal

With this you can contract with a Fairy. The Fairies you can easily contract with will change depending on location.
However, a successful contract is not guaranteed.

Event Item Expires at the end of the event
—

I immediately head out to the forest.
For me there wasn't a choice other than a Wind Fairy.
By the way, here's a rough write-up of all the Fairy types …

Fire High attack power, specializes in increasing physical attacks.

Water Low attack power, specializes in healing and magic defenses.

Wind Medium attack power, specializes in increasing agility and speed.

Earth Med-High attack power, specializes in increasing physical defenses.

Light High attack power, Heals and does especially high damage against certain opponents.

Dark High attack power, has powerful abilities to put Bad Statuses on opponents.

That's what they've announced. But man, the Light and Dark you can't aim to contract with are strong.
Well, it's got nothing to do with a guy who's got bad luck with gachya[1]-like situations.

Also, looks like there's a possibility for the Fairies to use magic.
Of course it's limited to the Fairy's attributes.
If you want to handle multiple attributes… having a Fairy healer would increase your limits.
Surpass the world that was impossible to aim for.

Anyway, let's make a contract.
Because I'm a ranger … so I say, but enough with that already.
It's 'cause I use a bow so the relationship to wind seems to be inseparable, and since wind magic doesn't have any major explosions, my field of view won't be blocked.
I carefully confirm there are no monsters around with [Farsight].
I take a deep breath and take out the [Fairy Contract Crystal]

"<Fairy Contracting Ceremony>"

I announced.
The crystal immediately responded to my voice, slowly floated into the air, and began to rotate.
Red, blue, green, yellow, white, black, the crystal continued to steadily glow those colors in that order … all of a sudden the crystal turned transparent.

And then that crystal that's become transparent stopped rotating … and shattered.
Only the bottom half of the Fairy Contract Crystal remains.

“… eh?”

That foolish voice spilled out of my mouth. Don’t tell me this is-.

—

Broken Fairy Contract Crystal

Your attempt to contact a Fairy has failed, and the important Fairy Crystal has broken, losing its abilities.
This crystal will never be able to fulfill a contract with a Fairy.

Event Item Expires at the end of the event
Cannot be thrown away
—

What… did you say …!?
0.015% … to think I’d pulled it … and to think I can’t even toss it before the event ends …

“Curse you, you scheming developers!”

Please don’t blame me for screaming.
With this incident, any relationship I had to a Fairy has been completely cut off.
I have no strength, I can only sit in protest.

I don’t know how many minutes had passed since I sat, but after a time I stood up and, taking a deep breath, I somehow recover my mood.
With the shattered Fairy Contract Crystal clutched in my hand, I slowly realized there was nothing I could do but give up.
When you’re at work and they’re asking the impossible but you have no choice but to endure the situation; that’s the kind of mood I’m in. This world, in its own way, has gotten serious.

After recovering my spirits, next let’s take a look at the Skills.
Officially there should be new Skills. I haven’t planned to take any, but for now I’ll check it out to see what there is.

Taking a quick glance, there aren’t too many new Skills I’d take.
[Fairy Language], [Bo staff], [Whip], [Thief] … that’s about it.

[Fairy Language] is probably to help you communicate with your Fairy.

That reason has been annihilated for me.

[Bo Staff] and [Whip] are new weapon categories. Bo staff aside, I'm interested in the whip.
Should I consider taking it? But it's not like my EXP is limitless.
It's a dilemma: If I recklessly take it, I don't want to just pile up Skills, and in addition to [Bow] and [Kick] I'd also like to have another that can slash.
That said, I could seal an opponent's movements by entangling it with a whip and then shoot it with the bow, and there's a possibility of combining it with [Kick] to perform a Knockdown.
This could be a fun category for attacking opponents' weak points.

The last is [Thief] but … it's not the "stealing" thief but the "exploration" thief.
Trap sense, trap disable, danger perception, thief step, it's the thief that's crucial for dungeon exploration.

I've always been particularly concerned about being able to sense danger.
With [Farsight] I can see and avoid dangers that are a ways off, and if I learn danger perception I wonder if I could even sense concealed monsters?
That kind of early-detection combo could make accurate predictions.
Also the thief step is also good; it most likely suppresses the sound of the footsteps you make.
This is a Skill I definitely want to take.
I check the EXP needed to learn it, and it's …

[Thief] acquisition requires 8 EXP

What sits there is that cruel number. 8!?
Of all the Skills I've looked at until now, this amount required blows a ton of EXP.
Up until now the highest were the crafting types at 5 EXP.

It blows a lot of EXP but … in another light this is also the only one you can consider useful.
Right now I don't have anything for dungeons and I won't be able to open any treasure chests.
Even if I find them I won't be able to open the locks, and I bet there'd be an increase in instant-death traps on them.

Like that, even with a walkthrough, I bet if I entered a dungeon the amount of

times I've respawned will increase.
For me, having danger perception makes it unquestionably a valuable skill.

I should take it.
That's how it went.

Immediately being rejected by Fairies was the absolute worst way to start, but despite that I can raise the [Whip] and [Thief] skills while waiting for the second half of the event; I stand up while switching my focus.
First I'll head back and get a whip; buying the first one from an NPC should be enough for now … I'm not expecting it to bring explosive firepower.

And so, with me without a Fairy, the event starts.

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv46 **[Farsight]**Lv31 **[Wind Magic]**Lv32
[Craftsmanship]Lv38
[Cooking]Lv38 **[Stealth]**Lv27 **[Physical Ability Boost]**Lv48
[Thief]Lv1 **[Whip]**Lv1

Reserved Skill(s)
[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 3

A statement isn't sufficient to respond to the spirit of contract failure.
Since it would only become a spoiler.

A hint: this is the "First Half" desu.

---

1. gachyapon – the capsule toy vending machines, where you put a quarter(ah… now it's probably a lot more) in and a random capsule with a toy inside comes out. Aka, he's not good at getting the things he wants at random.

<T/N: Aaah, I really busted my butt to get the last few chapters out as fast as possible, but catching up to the arc the manga is/was on was exciting. I'm now going to go back to a pace that doesn't require me to look up kanji for 4-6 hours

straight every day ….
(:× ⌟)
I spent some time debating whether to use “thief” or “rogue” for the new skill, but … mah, best to stick with the literal translation if I’m having any doubts.>

Dance of the Fairies, the Opening Act

<T/N: Changed Milly's "little guy" to "gnome" by popular opinion.>

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies, the Opening Act

As expected, currently in the game there are a lot of players checking out the Fairies and new Skills.
New Skill names keep popping up one after another on the info-site, and the city is filled with players walking with their Fairies.

Some other new Skills are … (besides the 4 that I've already looked at)
—
[Throw] …. a Skill to throw something at a target. If the opponent's physique is too different, it is possible that you will not be able to destroy its structure by throwing.

[Duel Wield: Axe-Fang Pair] …. a Skill that allows you to wield a one-handed sword and a one-handed axe together.
This is very difficult to handle well.

[Elemental Martial Arts] …. a Skill that allows you to clad your weapon with an element.
In exchange for special Arts, the original Skills disappear and you will be unable to continue training them.
However, you will be unable to take Elemental Martial Arts if your Weapon Skill and Magic Skill are too high.

(For example: [Sword] and [Fire Magic] will become [Fire Sword], combining both weapon and magic Skills into one Skill and erasing the Skills [Sword] and [Fire Magic]. You will never be able take the next tier of either [Sword] or [Fire Magic].

The higher level Skill, weapon or magic, will be added to.
The higher level Skill's Skill Name will change, and the new Arts will be added to it.
—

And so on.
The amount of Skills has increased quite a bit, so that's still not all of them.
Personally I'm interested in the Elemental Martial Arts, but I'm not able to take it.
Basically I haven't done enough training.

Anyway, right now my main focus is raising [Whip] and [Thief].
Using the cheapest quality whip I could buy from an NPC vender, I struck *smack whack* at a Horned Rabbit.
The whips in this world are completely different from our reality; with just the cheapest quality whip I've completely tortured such a cute thing.
Of the other whips the NPC was selling, of course there was a whip that had what looked like rose thorns for piercing.
There's another one with a noose-like shape with blades attached specifically for ensnaring;
That is, three blades are connected in a way that can tighten into a triangular shape, and they cinch inwards when you succeed in catching something.
What happens next is easy to imagine; there are lots of nasty whips.

I thought that it'd be great to have a weapon that would be able to constrain and restrict so I took [Whip], but looks like there's going to be a variety of terrible things I can learn.
I'm really excite- … *ahem*.

Now then, on the [Thief] Skill side, I've specifically begun training thief step by moving through the field.
It's quite the struggle to master; even if the opponents' perception is weak, if you don't walk carefully it will be immediately released.
Despite the Skill Level being low there's definitely an effect; I wonder when I can master it
Although I resolutely invested 8 whole EXP, it won't matter if I don't train it diligently.

Like that, the Skill steadily rises.

["Oi~, Earth, Zwei here. You free?"]

A Whisper Chat with Zwei flew in.

["There's no problem if we're talking about time. What's up?"]

I replied; now is it a new Skill or something Fairy related?

["Aaa, we'd like you to come over. The place is …"]

He set the location; it's close so looks like I won't have to make them wait.

["Roger, then I'll be there soon. It's close so you won't have to wait long."]

Saying that I end the Whisper Chat session; alright then, time to get a move on.
It's not good to make people wait too long after all.

The designated place is a Guild Field where no one can enter but the guild members and those who are invited by them.
It's a type of Instance Area so people without permission can't enter at all.
(Of course Game Masters are exceptions.)

Zwei and his guild members are waiting there.

"Yo, Earth, got any new dishes coming out?"

Was Zwei's greeting.

"The Bear Meat Stew needs a little more … something; can't get to Quality 8."

Like I said to him, it's tough going. Bear Meat is pretty troublesome to prepare for stewing.
"Finish it fast and put it up for sale right away!" – that request came from Nora.

"Hm, well, I'd like to look at those Fairies over there."

Looking at Zwei and the others, at each of their sides are what I assume to be Fairies flying or sitting around.
Since I got permission to look at them … their respective Fairies are, Zwei has a wolf clad in flames.

Milly has a gnome clad in armor made of earth.

Nora has a flying fish made of water. Let's not comment on how it can float.

Reiji has a mole poking its face up out of the ground.

Kazemine has a songbird clad in wind.

And the girl that I'm meeting for the first time has, with a light that's a little blinding … an eagle.

"Aah, this is my first time seeing a spirit of light."

My voice leaks out.

"Ah, mine huh? It's true that it stands out in the city, ne."

Was her response.

"Nice to meet you, I'm Earth, Zwei's friend."

I'm introducing myself in advance; if it's one of Zwei's guild members I'll probably be seeing her a lot.

"I'm Rona, a martial arts styled Fighter. Ah, I'm a voluntary member, the first person who wasn't forced to join by Zwei."

Is that so. Weell it doesn't seem like Zwei's fallen to the loli-crowd.
Rona is … her height is pretty short but for some reason there are a lot of parts that are … stimulating.[2]

"Zwei…was there anyone you forced to join like she talked about?"

I ask because I want to hear the answer.

"N-nooo, of course not. There wasn't. Yeah."

He's being too excessive. So there's a previous offense? Well, whatever.
Commenting here would be too boorish.
For now I'll just give him a cold look.
… I ignored the "Even though it'd be a reward if it was from a girl" that I heard.
I'll just ask Nora to stab him later.
If I hand over delicious food as the reward I'm sure she'll do it with glee.

"N, anyway, Earth, what about your Fairy? Looks like I can't see its form."

It was Reiji who brought it up.

So he noticed … there's no helping it so I take out the wreckages of the Fairy Contract Crystal after it had shattered from my Fail and show it to everyone.

The Guild Field went quiet.
Well of course, they called me here to see my Fairy and instead I pull out the evidence of a Fail.

"A-h, well, it's like this …"

My cheeks twitch while I say that; it's a bit of a tough subject so silence would be too heavy in various ways.

"No, well, I understood that the success wasn't 100%, but I didn't think that someone I knew would pull it …"

The one who somehow managed to say something was Kazamine.
At a time like this I'm grateful for anyone to say anything.

"Yeah, at first I was really upset, but I'm over it now. There's that hint too."

Hint?
I tell them all what I noticed.

"First, they officially said that this is the [First Half], so there's go to be a [Second Half]."

"Are you following me so far?"
I got confirmations, as well as some nods.

"The next point is that [failing didn't consume the item], and [you can't throw it away before the event ends]; they completely erased the possibility of getting rid of it.
Even though you failed once, why would they go so far and take such lengths to make sure it's left behind?

Milly raised an, "Ah!"

"In other words … you'll need it for something in the second half, right~"

It's like that. If it wasn't, if it really was a one-shot-or-fail-forever no matter what you do, it wouldn't give either the players or the management any sort of merit.
There's also no benefit for the event to proactively hand out just a participation

souvenir.
There's no way you can leave a Fail like this; the chances that the management doesn't get that is … 0, none.
There's no way it can be like that … probably.

"It's like that; the people who've failed like this will probably have something special to do in the second half.
Even if that something special isn't much, not handing it out and proceeding with the event's second half would be hateful … well, my own personal desires are mixed in with this prediction."

Around me the others went, "I see, that's quite possible na~"

"Your prediction is probably right on the money, Earth. … … but now we've got a new mystery."

Is what Zwei said.

"What do you mean? Saying [a new mystery]."

I said that while petting the fire wolf on the head. It's a fire spirit but its body heat made stroking it feel good, and the wolf's eyes have pleasantly narrowed so it must feel good for him too.

"Why did all the Fairies get so attached to you!?"

Right now I have: Rona's eagle perched on my head, Nora's flying fish is cuddling my right shoulder and Kazamine's songbird is perched on my left shoulder.
On top of that, at my feet are Milly's earth-armored gnome and Reiji's mole, and Zwei's wolf is nestled in under my arms to be stroked.
The eagle appears to have only its outer appearance formed since the talons aren't digging in.
Even so it's not going to fall; it's truly a fairy-like fantasy compensation.

"Iya, I thought it's because animals like me?"

I thought that they'd come closer because I was in the middle of my story.

"Fairy seduction?"

"Seduction, ne?"

“Ah, there’s no doubt about it.”

“How unexpected … could this also be a “player” skill?”

“But for it to be to that degree…”

Zwei’s guild members + Milly began a discussion in low voices … I’m a little scared.
I play with the Fairies to escape reality; aa, how calming.

In the end, they didn’t tell me what they’d said in their secret discussion with their backs towards me.
I could sense it though, that it’s something like stepping on a land mine if I asked.
It was the first time I could sense something like an aura…

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv46 **[Farsight]**Lv31 **[Wind Magic]**Lv32
[Craftsmanship]Lv38
[Cooking]Lv39 **[Stealth]**Lv27 **[Physical Ability Boost]**Lv49
[Thief]Lv4 **[Whip]**Lv6

Reserved Skill(s)
[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 3

By the way that Zwei guy, when he asked Nora to try using “Boku”, she unleashed a wonderful slap;
it’s a set up that all the guild members know about.

There’s a lot that goes on that Earth doesn’t know about.

---

1. chiisaiko – I’m reluctant to use “dwarf” here, since in a fantasy setting a dwarf carries a particular set of traits, like a beard and being stocky. And usually being a grumpy old man who smells of iron. The term used here also isn’t one of the ones most commonly used for the fantasy-style dwarf, it’d probably be used more for a real-life short person, or a small child.
2. dota pu~n – literal translation: the sfx that goes through the brain when big

boobs jiggle. I took some liberties with translating that.
(-_-;)

<T/N: I love translating for Zwei. He's a huge goofball.
It has absolutely 0 impact on the story except for the author's note, but Rona is a bokukko for those it'd interest (uses the male pronoun "boku" to refer to herself).>

Dance of the Fairies, the Opening Act PT2

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies, the Opening Act PT 2

Leaving Zwei and his guild members' Fairies with eyes full of love, I excuse myself from the Guild Field.
Today I'm switching gears to crafting items for the food stall.

I couldn't say it in front of Nora, but in reality the Bear meat stew had come out as Simmered Bear Meat Stew with Quality 8.
If I told her then she would have definitely begged me to let her eat it; I could see it in her eyes.
To run away from that, this time I dared to lie.

—
Simmered Bear Meat Stew

The bear meat has had its gamey quality drawn out, and was afterwards simmered carefully as a stew.
The Bear meat's deliciousness has spread to the vegetables; the vegetables have a distinct Bear meat flavor.

Quality 8
Fixed Interval ATK Increase (Long Lasting)
—

It takes a long time to prepare, so since it's difficult to mass produce I'm selling them for 500Glow a piece. For a one-time consumable this is an unprecedented price.
I guess it will probably sell slowly, but it can't be helped.
Because this is a game, as long as the seal isn't broken it won't deteriorate.
It's a cheat of a property that would never exist in "Real", but I can take advantage of it here.

While in the middle of cooking, Fairies kept dropping in.
They look like really small bubble-things though.
I guess when these ones contract with a player they'll take on a more defined form ….
It hasn't been long since the Fairies showed up; there's a lot I still don't know.

To be on the safe side, I asked the people who came to buy food whether they could see them too.
The result is,

"Ah, yeah, I see them. They're kind of just dropping ne~," was one comment, and
"I see them, but I don't think they're particularly dropping in here; well, they don't seem to want to run away either," was another response, and
"Fairies that haven't contracted with players? I haven't seen one," was another reply.
I got that it's roughly divided into these 3 categories.

I wonder if there's some sort of condition to see them.
At least, just because you look for them doesn't necessarily mean you can see them, and it doesn't seem to be a bonus from something you pick up either.
Is it simply for roleplay?

But this is a VRMMO; I can't imagine that they would change the base settings that much.
For this all to be for roleplaying, it's not really recommended. The issue is the computer specs necessary for this kind of roleplay.
For the necessary specs to make this kind of world, the old games from the past, just barely possible with weak specs, mercilessly pursued better algorithms[1] to be able to reach this world.
And then, as PC Specs improved the "Real" costs required got lower all around; the latest of the latest state-of-the-art is probably using the national-class Hyper-PC.
Like that, I can't imagine them implementing a change to the settings.

Eventually, the reason behind it probably won't come up on the Info Site.
It's a pretty insignificant detail of a tiny part of the game, so it would be tasteless

to pursue it.
You'll stop enjoying the game if you keep trying to pull in how the mechanics work, and that's kind of sad.

Anyway, the players the Fairies get easily attached to aren't just me.
I'm relieved once I realized that.
In the game, standing out is worrisome and comes with lots of burdens.
Players who've gotten nicknames attached to them have it especially bad.
Well, most of those types tend to go around with a fixed party so you don't hear much about them getting hounded with invites.

Now my cooking is just about over; the leftovers will go into a vending machine, and after that I'll head out to the Field to raise [Whip] and [Thief].
While I'm fighting Wolves I can replenish my meat supply … I'm about out of stock.

Heading into the field, I'm seeing a lot of players fighting together with their Fairies.

From what I can see it goes like this; along with Tackle, Fairies with claws or beaks will use them in close-ranged attacks.
After that, according to their element, they'll either attack with magic or buff their player master.
In addition, it looks like Water Fairies will cast <Water Cure> every once in a while and Fire Fairies will also raise a <Fire Arrow> touch attack occasionally.
Wind and Earth most likely use their buff magics minimally, probably once.
Like this there's definitely a big difference between having a Fairy and not having one.

I wonder what the people who've failed like me are going to do.
Aside from people like me who mainly play solo, and with the effect on crafting still being within reason, I'm mainly concerned with how this affects people in fixed parties.
It'd be good if this doesn't cause parties to break up …
It's probably ok not to worry about other parties' problems.

While thinking about that in a corner of my mind, I strike at a Wolf with my whip.

I'm trying to entangle its legs, but as expected, it's not going to be that easy to pull a movie-esque stunt like lashing its legs together and watching it fall over.
If I raise [Whip] a little more I might learn something that would make catching something easier, and I'll probably have to buy another whip too.
Since I'm only thinking in terms of my end results, I never expected it to bring much offensive power.
Since I have a style that covers both extremes, close and far-ranged combat, with [Bow] and [Kick], I chose [Whip] to cover the leftovers.

With the battle over, I take a break in the shade of a tree.
It's an area where there aren't active monsters so I can relax.
Even though I was just out on the Field being suicidal, as expected of wooded areas and forests.
Quickly eating a Horned Rabbit Steak Sandwich that I'd brought and quenching my thirst with a potion juice … Without thinking too much about the expenses and making the things you'd want to bring to eat yourself is nice.

While I'm doing that, the Fairies were all dropping in again.
They're floating softly above my legs while I'm sitting cross-legged and eating the Horned Rabbit Steak Sandwich, flying around me with interest.
It's very soothing.

Suddenly I realized that there were a lot of Fairies coming close and showing interest in my pocket, so I take out the Broken Fairy Contract Crystal event item.
This is the only think I could think of that they could be interested in.

Like so many floating bubbles the Fairies surrounded the crystal I took out.
At first they touched it timidly, then they started going in and out of it repeatedly.
Are they playing?
Well it's cute so it's fine … it's been after a lot of troubles, so let's take a video.
There might be people who will enjoy it if it's uploaded onto an official site.

I'd like to continue this pleasantly peaceful time … but it's getting closer to the time when I must log out so, even though I think the Fairies flying around and through the crystal won't understand it, I say, "Hey, we're closing soon."[2]
When I said that, the Fairies that were inside came out cheerfully.

I say a “See ya” and then hurry down the road to the town.

Maybe because I was having so much fun spending my time so peacefully … At that time I completely didn’t notice it.
Slowly but surely, a change had occurred.

The broken Fairy Contract Crystal … that crystal is no longer transparent.

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv46 **[Farsight]**Lv31 **[Wind Magic]**Lv32
[Craftsmanship]Lv38
[Cooking]Lv39 **[Stealth]**Lv27 **[Physical Ability Boost]**Lv49
[Thief]Lv7 **[Whip]**Lv9

Reserved Skill(s)
[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 6

The First Half continues still.
The Second Half is still a little longer to go.

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1. check koumoku – ? ??? “check items”. It’s something to do with computer functions, and I’m betting it’s the formulas for determining things like stats, but if there’s a better translation let me know.
2. sorosoro oshimaidayo – since there’s a bit of a playful tone, I translated it to be a little more light-hearted than the English “You need to stop soon”. Just letting you know I did alter it.

<|T/N: Goodness, that computer spec bit was all … it took the longest time, and I’m still not confident about it because of all the terms I wasn’t too sure about being computer slang or not. And then he goes, “Well, it’s not really important… so fairies.” …
(ʘ_ʘ)
On the other hand, this chapter had a little bit of stuff that wasn’t in the manga.
(*•̀ᴗ•́*)و ̑ |>

Dance of the Fairies, the Opening Act PT3

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies, the Opening Act PT3

It’s been several days now.
The players who can smoothly cooperate with their Fairies have certainly increased.
In particular some verifiers have found the benefits of chain reactions to be huge.

The way Arts worked up until now, you’d find the best timing in the action to make your one shot and that’s it.
But now, with the Fairies’ attacks mixed in, the monster’s defenses are dropped in a very short time.
For that reason, interspersing Fairy attacks between Arts will increase the offensive power by 1.2 times.
Since people are always looking for more ways to deal damage, even if just by a little, the effects of having an active Fairy are huge whether you play solo or with a party.

And then, just for those cooperation purposes you’ll need the [Fairy Language] skill.
If you don’t have [Fairy Language], they can still assist you and attack, and they will roughly understand the orders you give them.
However, with [Fairy Language] things like making requests of Fairies or knowing your own Fairy’s status and the Arts it can use will be transmitted with magic.
Also, even in the middle of combat you could give the Fairy detailed instructions, such as telling the Fairy to use its Arts after your own attack, like attack with magic, and then that you’ll follow it up with another attack.

[Fairy Language] requires 0 EXP to take, so there’s no reason to hesitate taking

it; if you think about a Fairy like an extra troop the skill is definitely necessary.

Even if you're playing solo, it's great being able to tell your Fairy to launch a large, one-shot Art; in a party, telling a Fairy to attack after the vanguards players have gone in, and to attack over the players' attacks, will make defeating opponents more efficient.
The initial tendency to think of Fairies as mascots is slowly disappearing and they are now viewed as useful partners; since they are useful existences that can't refuse orders, they are also slowly but surely beginning to be viewed as tools.

As a result, those who think of Fairies as not just another npc, that is the players who view Fairies as partners, and those who Conversely think of Fairies as just game data to be used, that is the players who view Fairies as slaves, started getting into fights often.

For the players on the "Partner" side, since the Fairies properly respond when talked to, it's fun to share food and eat together and enjoy their company.
I don't know if it's the AI, but honestly there's some under the impression that the Fairies are alive, and that treating them with violence won't be good.

On the other hand, there's the "no matter how you look at them, they're game data."
They don't tire no matter how much you make them fight, and you should fully take advantage of the Fairies with buffs and heals
Even if you don't feed them they won't starve to death, and their abilities won't falter either.
So there's no problem even if you treat them like slaves.
There's also been an increase in people who hit their Fairy to make it behave if it showed any rebellious signs.

Again and again countless PVP fights broke out repeatedly, and no one would say, "Respect each other's ways of thinking."
The arguments that popped up again and again were detestable.
Since it's gotten like that, they made a simple deal; after it was circulated on some influential info sites, that deal became an unspoken agreement.

Even though it's a "Dance", a foul current has flowed through and tainted the atmosphere.

I was in the middle of that current, though only to the point of understanding the situation, and was continuing to steadily raise [Whip] and [Thief].
When [Whip] reached LV10, an Art with the name <Restrain> appeared and I practiced it repeatedly.

As it is, this Art is an attack that uses the whip to entwine around an opponent and seal its movements, but it won't work if you can't swing the whip well; it's an Art with some difficult requirements.
However, the result is undeniably outstanding; right now I've only wrapped the front legs of the Dread Wolf together, but just disabling the front legs has made it impossible for him to rush at me.
Once he's in this state, even if I let go of the whip it remains entangling him and he's unable to run away.
After that I only need to loose an arrow or let fly a kick to end the struggling Dread Wolf.

<Thief Step> and <Stealth> suppress my sound and presence, allowing me to get within range to use the whip, and <Restrain> constricts their legs, allowing me to pierce them while they're unable to move.
If I'm able to move like this, pretty soon I'll be able to enter a dungeon.
Once [Thief] reached LV10, I am finally able to use the ability <Danger Perception> for the first time so I'm thinking it might be a good time to start thinking about heading into a dungeon to try it out.
My goal is to be able to quietly sneak about through dungeon-like conditions; in order to do so with just my own abilities, I absolutely have to raise the [Thief] skill to learn <Night Vision>.
I'm not looking to hoard Items or money, and I won't be able to rake it in like the parties who team up with that in mind and take actions to defeat monsters in the shortest amount of time possible.
Right now that's not what I'm going for. The earnings from walking a dungeon is raising my skills a little more; it's never too late to do that.

While I'm thinking about all of that, around me, like always, the fairies are *float float* softly floating about.
And like always they're playing around with my Broken Fairy Contract Crystal.
It can't be helped; let's go find a Tailor crafter and request a cord that I can use

as a necklace to hang it around my neck.
Even when I put it back in the Item Box they still come swarming to my breast pocket and *poke poke* nudge it; it feels like they're saying [Displeased!] somehow.
The time when I went to the forge to do maintenance on the Blade Shoes, the time when I was cooking, and even the time when I was repairing my arrows, several creatures(?) I don't know if it's ok to call them that, but the bubble-like Fairies are constantly hovering about the crystal.
I'm used to it by now.

Weell, it's not like they're coming to get in the way while I'm crafting, or when I'm in combat or doing repairs…
Since they're innocently coming just to play, I'll let them without worrying too much about it.
Why I'm letting this happen is probably an issue I should be concerned about, but there' no one I can discuss it with.
The people who Fail are probably a pretty small portion; even now I haven't heard of another case.
There's no point listening to the opinions of people who have safely contracted with Fairies.

What I do know is, if you look closely at the inside of the bubbles, it's just a little bit but there's some color.
The colors are red, blue, yellow, and green; it's unmistakably 4 of the elements.
I haven't seen white or black yet within these bubble-like Fairies.
I thought about taking a video and uploading it to see what people thought …
But it will probably only get looked at without leading to getting any info.

While watching the Fairies continue to play, having a strange feeling while thinking that it's bad to have so much I don't understand, I logged out.

SKILLS
[Hunting Bow]Lv18 **[Kick]**Lv47 **[Farsight]**Lv31 **[Wind Magic]**Lv32
[Craftsmanship]Lv39
[Cooking]Lv40 **[Stealth]**Lv27 **[Physical Ability Boost]**Lv50
[Thief]Lv10 **[Whip]**Lv12

Reserved Skill(s)

[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 11

Just wait a little bit more for the second half.

Dance of the Fairies, the Opening Act PT4

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Right before the Second Half … I guess?
Looking at the whole thing, I don't know if you can say the Second Half is actually half of the written text.

Dance of the Fairies, the Opening Act PT4

[Physical Ability Boost] has now reached LV50.
Because of that I spent 3 EXP Points to progress the Skill.
It's now called [Physical Ability Reinforcement], and what's changed is that there are two Arts I've learned… 1 passive and 1 active each.

By the way, a "passive" is an Art that you don't have to use in order to have the effect, while an "active" you must use it yourself or the effect won't be there.

Of the two Arts I obtained from [Physical Ability Reinforcement], the passive is <Steady Balance>.
It's a passive that allows you to maintain your sense of balance.
With this you can be largely unaffected by most terrains with bad footing.
You'll even be able to stand properly on ground with swamp-like conditions.

The other one is the active skill <High Jump>.
It lets you jump like a red hat wearing plumber. At the moment it's about 3 meters.
It's a powerful Art with a 20 second cool down that lets you take control of the space above your opponent.
This, together with the passive <Steady Balance>, will finally allow me to perform a stunt like some hero somewhere and use my bow while airborne in the middle of a jump.
Of course I don't have any airborne bow Arts that I can use, but I think there's a

possibility of getting them by raising [Physical Ability Reinforcement].

Learning these two Arts expanded the battlefield greatly.
If this combo is spread, the opinion that the bow is weak may begin to die down.
But I'd like to hide it for a little longer.
It'd be dull if I spread it right away for it to be copied en masse.

In order to confirm that my movements got significantly better after getting my hands on [Physical Ability Reinforcement], I decide to charge forward to my first dungeon.
The goal is increasing Skill Levels. [Hunting Bow], [Wind Magic], [Kick], and [Thief], preferably.

I've arrived in front of the dungeon … the first dungeon is located in the forest; it feels exactly like a cave-type dungeon.
I use [Thief] skill's <Thief Step> & <Danger Perception> and enter the dungeon.
It's pitch-black, but thanks to [Farsight] I have <Night Vision> so it's no problem.

… this is it; this is what I've been looking for.
As I step-by-step proceed into the Dungeon, memories from the past came back to me.

I couldn't have been more than 10-years-old at the time.
It's a memory from when I had just happened to find a cave-ish place and walked around in it.
That place was fun; it's not like there was anything special in it, but it was a place I'd never been before, and there was a feeling of both fear and excitement mixed in with the darkness.
Doing nothing but walking around like that inside was incredibly fun.

And then, about 10 years later, I happened to drop by the same place once.
When I saw it I understood … it wasn't really a cave, more like a shallow tunnel dug through.
Once I understood it, the fascination and excitement was no longer there; just a sense of nostalgia.

And that's all 10 years in the past. That place has now been leveled for a residential area.
That place, for my adventures, at that time; it no longer exists.

Since I've suddenly become a bit lonely, I stop reminiscing.

I mean, of course, in the middle of a game, I'm looking for a fun adventure.
I've been waiting a long time; it has to be the world on the other side of the screen.
I've been unable to immerse myself in the feelings from that time … the feelings of adventure from when I was little.

But, but! Right now, isn't an adventure reflected in front of my eyes?
In a dark cave, where you don't know how far in it goes; there's going to be monsters, and there might even be treasure chests.
It's this world that lets have in an avatar in the middle of all this.
Visibility is limited to only my field of vision due to [Farsight], I'm aware of a dungeon spider monster lurking near, the sound of my footsteps are softly sound in my ears… it's the feeling from that time, it's coming back.
Isn't this the best?! I've been purposely avoiding all the dungeon information on the info sites just for this payoff.

It can only be an adventure if you don't know about anything. If you go in knowing how to defeat all the monsters and where all the treasure chests are, it just turns into work.
If you're just after earnings, well, fine, but that kind of thing isn't what I want right now.
Even if I'm going in with the goal of raising my Skills, there's no point if I hate being in a dungeon;
Right now just having fun going on an adventure is fine.

Step by step I proceed with <Thief Step> … I'm going in solo.
If the monsters get the first attack in I'll die straight away.
The monsters in the dungeon are particularly strong, so I have to take special care to fight a different way.
I bet if I try to do them in too fast, the situation might get turned around and land me with a death penalty.
There's more than enough lone Dungeon Spiders all over the place; I've shot through them with [Hunting Bow], sliced them up with [Wind Magic]'s <Wind Cutter>, and at time's I'll use [Whip]'s <Restrain> to pull one closer and trample it with [Kick].

From the amount of Dungeon Spiders you can tell they're this area's lowest trash mob, but even so they take 4 hits to defeat; as expected, dungeon monsters are tough.
I'm using <Danger Perception> constantly because if they suddenly come at me I'm done for.
Thanks to this excessive, more than usual use, the Skill Level is climbing at a terrifying speed.
Also, truthfully speaking, if I approached this with [Kick] alone, this time it would probably be pretty tight, and since this dungeon has a ceiling I've also necessarily sealed <High Jump>; I've come to understand the Greatness of [Whip]'s <Restrain> Art.
After sealing the movements, I can recklessly use [Kick] to finish something off.
I can't just run away in a dungeon … I don't know how many surprise attacks I'd get due to Link.
If I run away, the precautions I've successfully taken in the middle of combat will be lost by moving away from the well set-up situation; for the me that's solo, it's suicidal.

Aside from the Dungeon Spiders this dungeon also has Lesser Lizards and Dark Wolves.
When I see the shadow of something other than a spider with [Night Vision] I hide myself in a hurry and use <Danger Perception> to confirm its name and nature.
It would be reckless to challenge it since a Dungeon Spider takes everything I have to defeat.
It should be avoided … Just in case I use [Stealth] to leave the place.
There's no point to dying because right now I'm having a good time doing lots of exploring and raising my skill levels.
Fortunately, looks like this time it didn't notice me; I should calm down a bit more.
There's the presences of Fairies here in this dark world too.
As expected they're mainly Dark Fairies; there's also Earth Fairies to a degree.
They're not noisily coming over; they probably don't have the spare time.
I don't have any attention to spare from being vigilant… although the Fairies might hate it I can't afford to have them coming over to play like usual anyway.

The ones that come to the crystal soon head off.

… but then, it happened after I'd walked for a while.
There's a strange place where lots of Dark Fairies are hovering about together.
Drawing closer and using <Danger Perception> once to the front I determine there's no sign of a monster.
It's probably not just a wall …? Is there a Secret Door?
Acting on that thought I carefully inspected the place where the Fairies are hovering; from floor to wall I couldn't find anything like a trigger or door.
Is this just the Fairies being whimsical? If that's the reason, there are an awful lot of them gathered here.
There's that "something's here" feel … but it's getting towards that time where it would be bad if I don't start heading out of the dungeon.

I consult the dungeon that I have mapped in my brain for the return trip as I continue forward.
Even trying to avoid battles on the way out, it's a distance where I can't completely avoid them and I've only been defeating the Dungeon Spiders.
After checking the time I see that I've already been in the dungeon for about 1 hour and 40 minutes.
It's about time for me to log out.
The time seemed to move faster than usual because I was reminiscing about when I was a kid.
I decide to come explore this dungeon again tomorrow.

By the time I broke out of the dungeon, it had become night outside.
At night, there are lots of nasty monsters like those you'd know from haikai poems[1].
If I don't hurry back to town this could get bad.
I rush through while keeping an eye out with [Farsight] and amply using the [Thief] skill to move quietly.
Somehow or other I was able to get back to town safely and logged out.
Dungeon exploration is challenging; let's seclude myself in it and work hard at it.

SKILLS
[Hunting Bow]Lv27 **[Kick]**Lv49 **[Farsight]**Lv39 **[Wind Magic]**Lv36 **[Craftsmanship]**Lv39

[Cooking]Lv40 **[Stealth]**Lv27 **[Physical Ability Reinforcement]**Lv7
[Thief]Lv19 **[Whip]**Lv21

Reserved Skill(s)
[Blacksmithing]Lv20 **[Woodworking]**Lv19 **[Alchemy]**Lv32

EXP 8

So basically it's dungeon time.

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1. haikai – humorous or vulgar short poems, where often the previous lines act as prompts to the following. From the context, I would assume there's lots of poetry that depict nighttime youkai-like interactions. I did a little bit of research, but mostly just got "haiku comes from it".I think this is where I admit my lack of knowledge to the culture…

<T/N: This guy gets excessively wordy when the long paragraphs come out… what a headache
(x ~ x)
But I've now added a status thingamajigger in the side bar so you can be assured I'm working on it when it takes longer than usual like this.>

Dance of the Fairies, Middle Stage

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies, Middle Stage

According to the Official Homepage, at long last information about the event's Second Half will be announced soon, sending this world into a tizzy of impatience and activity.
Depending on the content of the Second Half, if you don't try to become a little stronger it could be unfavorable for you; that's the sort of threatening atmosphere that's been hanging about.

The management hasn't announced anything detailed yet, just a single statement: "Try to get along with your Fairy."

Because of that a small portion of those that have been treating their Fairies like slaves thought, "Isn't the way we've been treating them up until now bad?" That kind of thinking began to come about.
There's no doubt that forcible working the Fairy hard wouldn't NOT have a bad effect on the relationship.
Even so will they be able to fix the relationship in time …?
Well it's totally better than not trying to improve it all, though.

I've been commuting to the dungeon in the forest everyday since then to thoroughly train myself.
Because I'm alone Lesser Lizards and Dark Wolves are formidable opponents, even so I've been able to win against them somehow.
Well, along with the wins I've also taken several death penalties.
But the return from the investment was acquiring strength so it was the correct move.

Like that [Kick] leveled up to LV50, and with a welcome upgrade, [Kick] changed to [Kicking Assault][1].

I learned a new Art, <Sliding Charge>, which is a technique for attacking your opponent with a sliding tackle.
In soccer I'd get a red card for doing it just once (heh).
Not to mention my shoes have a cutting edge accessory attached to them.

I've also acquired a new Art when [Hunting Bow] broke through LV30.
It's an Art called <Mirror Arrow> which gives a 3 person clone effect and releases 3 arrows.
However the clones' arrows only have 0.8 times the attack power.
You can focus them all on one point or fire the 3 arrows each at separate opponents.
Just, firing them at separate opponents was quite difficult when I tried it out on the Field the first time.
Rather than aiming for a specific point I have to scatter my focus all over in different directions, but in actual combat it's just about impossible to split off your focus like that.
For now I'll aim them all at one target.

Thanks to the new Arts I'm finally gaining strength, moving around in the dungeon is also getting easier, and thanks to that my efficiency is getting better.
[Thief] Skill has also gotten stronger, and <Danger Perception>'s effective range has grown to ensure safety in a larger area.
Of course I need to avoid being negligent or getting cocky.

———————

I've just about finished my purpose for going into this dungeon.
My Skills have leveled up more than enough, my combat potential has grown, and I've trained in order to better my player skill in handling combat as well as training how to handle the specialties of the Dungeon.
Like that you can say I've already reached the point where I don't need to play in this dungeon anymore.

The last thing to do is visit that place those Dark Fairies and Earth Fairies are always gathered around.
…. as always there's a large number of them.
Even though I've heard people saying you can use [Fairy Language] to talk to Fairies it's not really like that at all … I was thinking of trying to talk with them,

but through the group of verifiers[2], giving detailed instructions in the middle of combat, inspecting Fairy Status, and making it easy to exchange information with your personal Fairy have been verified to be effective, but no one's been able to chat with Fairies.
If I could at least have a conversation with them I could find out why they're gathered here like this.

Just in case I used the leveled up [Thief] Skill and checked both right, left, and about my feet, but there really isn't anything here.
I wonder if this is just their hangout … just when I was coming to that conclusion 1 Dark Fairy critter(?)[3] came and *tsuntsun* poked me in the cheek.

"… Are you trying to tell me something?"

Even though I think it's probably useless, I said that; just thinking out loud, not actually talking to it.
When I did, the Dark Fairies and the Earth Fairies suddenly huddled together; some kind of discussion conference?
This behavior isn't anything I've heard about before … several dozen seconds later they made a shape, and the shape was…

"An arrow?"

Yes, an arrow. Specifically they made a 『↑』shape.
What an unexpectedly skillful trick they have, these little guys … I'm impressed.

"Up?"

When I confirm it, though I just wanted to say it out loud, they *burun burun* nod their bubble-like forms.
Up, so it's up, huh… Using [Farsight] I slowly and carefully look over the low ceiling in the dark ….
They bothered taking that shape to talk to me so it there has to be something; it would be weird if there wasn't.

This dungeon is the first dungeon so most of the players have finished it long ago and moved on to others, so for the most part people don't come anymore.
And it was after people stopped coming to this dungeon that the Fairy event started, so there's probably very few people who know about this connection

with the Fairies; that might be why it's still here.
There's a small switch on the ceiling.
In other words they're gathered here to tell you about that switch.
This just smells of treasure …this place makes you want to say that.

For the most part, maps don't show the gap to enter secret areas.
Also this dungeon hasn't had traps so far. If there's a pitfall the [Thief] Skill's <Trap Sense> Art will find it.
Just in case I use <Trap Sense> on more time, but there really aren't any traps around.
I still feel uneasy, but since the Fairies bothered using their bodies to expand into a symbol I can't just ignore it.
I move right below the switch and pull out a Heavy-Bludgeoning Arrow; I'll throw it with my bare hands.
After a few times of throwing it at the switch I'm sure I heard a *click!* so I put it away.

rumblerumblerumble … with that sound a tunnel appeared to my left … well, that tunnel is only big enough to let one person crawl through at a time at best…
Though at this point I honestly don't want to go through.
Even though it's the long-awaited chance, and even if you say I should continue since I'm "in for a penny, in for a pound"[4] I'm going to have to crawl like an inchworm through that tunnel.

The tunnel isn't all that long.
Right away I arrive at a tiny room; this obstinate method of hiding it is kind of mean.
Or this room is probably an addition they added with the event update.
After all, without the Fairies' help I wouldn't have been able to find the switch to begin with.
Anyway, in that small room there are two treasure boxes.
The first is a wooden chest and the other is made of gold(?) that shines.
But I'm absolutely not going to open the gold treasure chest. Why?
Because according to [Thief] Skill's <Danger Perception> and <Trap Sense> this is the greatest danger yet.
It's probably a trap that pulls in the greedy and then *chomp* instant death.

It’s a common trap type from long ago; I’m going to completely ignore THAT.

That aside, the wood treasure chest isn’t guaranteed to not have traps as well.
Slowing drawing closer I use <Trap Sense> to carefully secure it.
There’s that game I know where the treasure chests are your greatest enemy and it’s come to dominate my way of thinking.
Getting a trauma from failing to disable a trap and getting annihilated is laughable, so it’s better to do it carefully without a doubt.

After a few minutes of checking all the surfaces for traps I’ve confirmed there aren’t any, so I carefully go and reveal the contents of the wood treasure chest … inside there’s just 1 ring and some money.
The money is a really small amount, just 320Glow, and as for the ring …

—

A Worn-Out Ring

A large Fairy seems to be depicted on it, but it is hard to tell.
It’s a ring that has become worn out; it cannot be equipped.

Unique Cannot be sold;
Discarding it is Unadvised.
—

Like that it’s an item I haven’t got a clue about at the moment, but “Unique” means it carries some worth for something, so since I can’t toss it I’ll take it with me.
The large Fairy depicted has a human-shaped appearance, and above it is a setting inlaid for a gem.
If I put some sort of gem into it will an effect come out?
However, at the moment a gemstone item can’t be found.
It’s likely that it will come out in the Second Half.

I enter the tunnel again, and when I make it back to the passage the Fairy brigade isn’t there anymore.
So does this mean their task is complete?
At least, I no long have anything to do keeping me in this dungeon anymore either, so let’s hurry and leave.

After that I leave the dungeon safely, and when I finish replenishing my arrows

and putting out a food vending machine I log out; today I've also fought well.

SKILLS

[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv43
[Wind Magic]Lv43 **[Craftsmanship]**Lv39
[Cooking]Lv40 **[Stealth]**Lv31 **[Physical Ability Reinforcement]**Lv12
[Thief]Lv27 **[Whip]**Lv32

Reserved Skill(s)

[Blacksmithing]Lv22 **[Woodworking]**Lv21 **[Alchemy]**Lv34

EXP 14

And so, Key Item acquired.

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1. Kicking Assault – Any ideas on a better skill name? It's written with the kanji for "kick" and "to hit/attack". Basically it gives the impression of a kick meant to attack someone rather than just kicking in general, like kicking a ball.
2. kenshou kumi – "verification group" the players who like to upload the game facts they confirm to the game's wiki … basically. I'll just use 'verifiers' or 'verification group' from now on.
3. 1piki – he uses the counter for "small animal" and puts a question mark after it, aka wonders if it's ok to think of them as small animals.
4. in for a penny, in for a pound – or the Japanese idiom, "when eating poison eat to the plate"

<T/N: Now why the heck would they leave the acrobatic fairies out of the manga? And Earth has successfully avoided the mimic. Congratulations Earth. >

Dance of the Fairies, Middle Stage PT2

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies, Middle Stage PT2

Finally the contents of the Second Half have been announced.

To everyone who is enjoying [One More *Free Life* Online],

At long last we are announcing the Second Half in the Dance of the Fairies. Taking the popular opinions of the forums into account, we are here to inform you that we have determined the Second Half to be:

[Fight of the Fairies][1]

Outline

When the Second Half begins, Fairies will have their egos released 100%. Please be forewarned that this might greatly change how Fairies react to their players.

Within the event there will be a special PvP System released.
In this special PvP, the player's attack power will be lowered 50%, while the Fairy's attack power will be raised 150%; with this the measures you take to cooperate with your Fairy are of great importance.

Also, on this PvP Field, the 219 players who have failed to contract with a Fairy will be fighting in the state of attack power raised by 125% and defensive power raised by 110%.
(This is the positive correction we've recorded for those who have yet to own a Fairy. At a time when a Fairy is acquired, this special correction will be taken away.)

Note that achieving a certain amount of victories in this PvP will give your Fairy a chance for evolving its status.

Some benefits for evolving its status are, appearance change, abilities upgrade, and the Arts the Fairy can use can increase.
As far as this PvP is concerned, repeatedly fighting the same person will not help your Fairy evolve its status; in order to evolve its status you must fight with lots of different people.
Therefore please take this opportunity to try and PvP with all sorts of players.

Also, regarding those who do not want their Fairies to change its appearance from how it is now,
It is possible to ask your Fairy in advance to keep its current appearance, so please rest assured.

Furthermore, for those players who were unable to welcome a Fairy due to failing the Fairy Contract, by fighting in the special PvP several times the Broken Fairy Contract Crystal will change into a Regenerated Fairy Contract Crystal. When that happens, you will regain the ability to make a contract with a Fairy.

Additionally, the Regenerated Fairy Contract Crystal has a contract success rate of 100%, the Fairy that shows up will definitely have a status of Uncommon or above, and it will be easier to encounter a Fairy with a status of Rare or above. It will also have an improved growth rate, and there is a possibility to reduce the required amount of PvP combats you need in order to strengthen the Fairy enough to evolve its status.

To sum it all up, we encourage the players who have failed the Fairy Contract in the first half to issue many PvP battle challenges in order to accumulate a large count of PvPs and raise the Fairy status that is limited to this special PvP.

For the top 16 players who have the greatest amount of victories in “a certain number” of battles in this PvP, they will earn the right to participate in a tournament on the last day.
We will refrain from specifying the amount of battles and leave it as “a certain number” since there is a possibility that some players may stop fighting after reaching that number in order to maintain their winning percentage.
Of course we have prepared rewards for those who rank highly in the tournament.

The Combat System has been added.

[Negation] System will be introduced.

Simultaneous attacks hitting each other will now be negated.
However if the attacks are not roughly the same power they will not be completely negated.

For example, in order to completely negate <Fire Lance> one will have to hit it with a magic Art that roughly corresponds to its magnitude.
If you hit Fire Lance with Fire Needle you will be able to partially negate Fire Lance and reduce its attack, but you will be unable to completely annihilate it.
Flipping it around, you can reduce the effects of your opponents' attacks in an instant by hitting it with your own attack, or counter your opponents' attacks by throwing out a greater attack immediately after.
However, since powerful Arts and magic take some time to prepare, you will need enough foresight in able to perform a counter.

Titles have been added.

Event Title: **Indomitable**
This is automatically given to the 219 players who have failed with the Fairy Contract Crystal and did not give up. The Fairies of both the players who bear this title, as well as the players who PvP against them, will find it easier to evolve their statuses.

Event Title: **Fairy Neighbor**
This is automatically given to players who have gotten along well with their Fairy in the first half.

Event Title: **Fairy Seducer ???**

These will all be implemented at the next scheduled maintenance.

The [One More *Free Life* Online] Management

———————————

Finally the Second Half's announcement is here.
The forums had a lot of requests for a battle tournament, huh.
But a PvP … it might have been the people's choice, but since it's the type you don't have to aim to win as long as you hit the reward amount, I guess I'll manage somehow?

But there are a lot of players around that love picking on the weak so it'll be disastrous in lots of ways after the end of the event; I guess I'll have to be careful?
Maa, it's pretty different when someone requests a PvP so if I get a nasty one, refusing with a NO is fine; I'm thinking too much.

It would be good if there aren't a bunch of players who go on a harassing-spree against the crafters using the PvP.
… since there's a previous offender who was forced to retire there probably won't be.
No one would repeat the same mistake … that said humans are often too much, but the worries I still have about this are … none I guess.
Rather, I wish there was a clear explanation of the gain of each battle towards status evolution.

If the crafters come together to accumulate PvP battles with each other, just evolving the status once may be a problem; the gain from each battle may be too small.

Later we'll get all the crafters to come together for a meeting and proceed to try it out.

If I PvP like I would fight a monster, I definitely won't win, naa.
I'd better research the ways to fight to increase Skill Level.
I wonder how to go about it.

I will finally have a way to get a Fairy ~ … it took so long.

SKILLS
[Hunting Bow]Lv38 [Kicking Assault]Lv5 [Farsight]Lv43
[Wind Magic]Lv43 [Craftsmanship]Lv39
[Cooking]Lv40 [Stealth]Lv31 [Physical Ability Reinforcement]Lv12
[Thief]Lv27 [Whip]Lv32

Reserved Skill(s)
[Blacksmithing]Lv22 [Woodworking]Lv21 [Alchemy]Lv34

EXP 14

I did consider the impression of the Title: Fairy Seducer

Since there wasn't any talks about combat this time there wasn't any growth.

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1. **Youseitachi no Butoukai – There is 100% no good way to translate this pun in. "Butoukai" can mean a "dance party/ball" or "armed struggle assembly" … so I'm just going to translate it to sound like it's a title or something and throw the pun explanation down here.**

<T/N: Bleh. I don't find polite language to be that difficult to interpret, so to speak, but they sometimes use more difficult words. Lots of kanji dictionary time lol.
"Aa~ Muzukashii nippongo wakarenai!" ~ Patricia Martin from Lucky Star.
(So many difficult Japanese words I don't get!)
For those who read the manga: I know, I know, I'm not using "Fairy Whisperer". I will explain later. >

Dance of the Fairies, Middle Stage PT3

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies, Middle Stage PT3

At long last we've gotten to right before the Second Half begins.
With the Second Half is right at hand, a new city was finally discovered by the advanced crowd[1].
The city's name is [Nexia]; with the discovery of the new city both the advanced players and the crafter players are in a huge state of excitement.
With a new city found, the possibility for new weapons and armor, and things that can be made by the crafters, to be uncovered is great.

Since Nexia is connected to the first city, Faust, with a Warp Portal, all players are able to travel between the two, so the city that was congested from everyone coming to see it eventually calmed down.

All of the best crafters jumped to Nexia, working hard on creating weapons and armor.
Adding to that, since new mining areas were also found, the available amount-to-player ratio of the until-now expensive steel and silver, as well as light metal and other iron-related material has overall increased, and it's good that the price is starting to drop all around.
Beginning with the advanced group, all the combat-focused players started improving their equipment and have begun to move out to capture the places that were difficult to deal with up until now.

From that movement a small amount of monsters' materials, like leather and shells, have gradually begun to circulate; transactions between players have begun to get lively.

Along with the circulation of new equipment starting, some opinions against

the event have as appeared on the forums.
Since there's naturally a lot of player who are bad with PvP, there's the fear that if you don't separate out the players with similar strengths and goals to some degree for the event, it will only be a matter of course for disputes to break out.

But with the new town happily discovered before the event begins, a new idea has come out as a way to separate the laid-back players from the frontline, combat-oriented players.
In other words, it's an idea to keep the PvP purposes for the players different between the first city Faust and the new city Nexia.

The separation is Faust City will be for the players bad with PvP, Nexia city will be for players good at PvP.
In Faust City all the attack and defense is left to the Fairies, with players mainly giving instructions. With this "instruction style", even if you're bad at PvP, leaving it up to your Fairy will still give you a good enough chance at winning; The main purpose is for advancing your Fairy's status evolution.
On the other hand, Nexia is a gathering of the players who fight with everything they got, with the "come at me for the ultimate battle" type of flow.
Dividing the event into two areas like that can help avoid the dangerous possibility so it started to be spread all over.

There wasn't a single trace of opposition from the management's side, like erasing the posts on the forums, so it was taken that they approved through silence.
Though the way the management ended up reacting was expected; since it was just about the competition without any contents relating to game abuse they can agree to it.

Within all that, I've visited the new city to check it out.
My aim is to get my hands on food materials, wood materials, and iron-related materials.

I immediately head to the grocers and, finally, wheat, barley and other grain-like cereals have made their appearance.
Also, since cooking sets, like Advanced and Experienced sets, are being sold, it looks like I have the possibility of expanding my repertoire.
But since I don't have the Skill Level to handle the Advanced Chef set yet, the

NPC clerk refused when I asked for it.

It can't be helped, so I start preparing to gather wood and iron.
Heading to the carpenter's shop, I change my woodworking set to an Intermediate set.
With this I can make a better X-Bow than the one I made earlier.
I also switched to the Intermediate blacksmith set.

Without the Intermediate sets I can't cut or dig out the wood and mining crafting items in this area,so I have to switch over.
Processing iron itself uses tools that the forge crafting stations are equipped with, so until now I haven't had to make the change.

———————————

After some expenses I hurry and leave the city to gather wood and ore materials.
Of course on the way I moved without a sound due to <Thief Step>, checked around with <Farsight>, and continuously used <Danger Perception> to avoid having monsters find me.
The good blacksmiths ask their player acquaintances to escort and guard them, but because I don't have any connections I feel comfortable enough to ask I'm stuck with sneaking around like this.
When spotting a monster I can't do anything but run away with everything I have and it'll be disastrous if I take too long and it becomes a Train.
Defeating it in combat is impossible naa; even when the advanced group has all their equipment prepared thoroughly there have been stories where they're barely able to fight through, so the me right now probably won't be able to kick out enough damage with shooting my bow.
If I don't rank up my X-Bow, whip, and shoe attachment I won't be able to level my Skills naa.

Happily, the place the wood usable for woodworking materials is located doesn't have many monsters' presences; somehow the foresting is a success.
Since I'm completely unprotected when I'm gathering wood, I was breaking out into a cold sweat and nervously chopping.
I had switched the [Woodworking] Skill to Main in order to forest wood, and after I finish foresting I put it back into reserves.

Looks like [Woodworking] and [Blacksmith] are only main skills when crafting or harvesting naa…

———————————

I am forced to give up on digging for iron ore.
The monsters are frighteningly packed together; the road to the tunnel is completely blocked off. With such a large amount of monsters clustered together, I have no confidence that I can glide through them even if I use the <Stealth> line of Skills and Arts at full force.
If I use <High Jump> to jump over them then <Stealth> related effects will disappear without a doubt, and if <Stealth> disappears once there's nowhere I can hide, nor can I reactivate it.

It's likely that with so many monsters gathered together, players who came to mine in the tunnel had to repeatedly try just running their way through.
Once you enter the tunnel the monsters here won't enter – that's the information that's spreading around between all the blacksmiths.
After forcing your way in, all you have to do is mine and wait until the monsters give up and naturally go back …the people who have this idea probably continuously enter.
And if they have everybody do it, it's not impossible to gather rather than scatter.
What they do when it's time to return … space transition magic to return to town still hasn't been discovered so they probably return the worst possible way by Death Penalty.
I don't want to imitate that, naa; mining is second to life.

I'll deal with the iron some other time, for now I can think about a way to use the new wood materials and tinker with the X-Bow …I probably won't be able to easily innovate a new type of bow; I've gotten used to handling the X-Bow, a regular bow just won't be enough.
It's something that stands out in a bad way, but I've already gotten used it, and the jeers and insults that used to come at the beginning aren't there anymore so, maa, it's fine.

Whatever I decide to do, when the Second Half starts, contracting with a Fairy is my maximum priority.

With a such a large late start, I’m in a situation where I have to work hard; for the present I should probably do PvP everyday …
When it comes time to PvP, even if I’m just collecting losses I can’t stop.
I‘ll split off for the sake of a Fairy.

And after a long time the maintenance has begun; the curtain rises on the Second Half.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv39
[Cooking]Lv40 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv12
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

I finally got around to including the names for the new and original cities.

---

1. zensen kumi – the top players who try to be the first to explore and find things in the field. aka the top dawgs who are in the know.

<T/N: Sorry for the long time it took to update. Got hit with a case of the paralyzing fear of the unknown compounded with a side of lazy, so … my bad. *dogeza*
Didn’t have an EXP included this time… or maybe I lost it.
Seriously, I think I play the opposite of Earth; sometimes his over-carefulness is a bit … overdone. Just charge in! lol, but I guess that’s the point?>

Dance of the Fairies Second Half, Looks Like it's Impossible for Me

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies Second Half, Looks Like it's Impossible for Me

After the maintenance finally cleared up, "One More"'s first big event, [Dance of the Fairies] Second Half begins. Though strictly speaking it's a Battle Tournament[1].

The first thing I did on logging in was check my Titles; I have the Indomitable title so I open my Title screen to set it to active. There,

[**Title:** Fairy Seducer]

is forcibly equipped … .

—

Title: Fairy Seducer

This title is given to those who are thoroughly loved by Fairies. This title is unable to be unequipped.

Termination condition …. Participate in the event's Fairy PvP once.
—

What. The. Hell.
I didn't hear about this.
… or like, even though I was seriously waiting for this!
So what? If I take this title, I can't have a Fairy!?
Why the hell would you do this!?

While I'm drawn into this spiral of panic, groaning "un un", for some reason weird, sharp glances from the surrounding players are painful.
Was my groaning standing out in a weird way?

"He's got a rare title…"

"Oo, there's actually a guy with the Fairy Seducer title over there."

"Take a screenshot, a screenshot!"

Ge. Don't tell me this title is the type that other people can see!?
Even though each and every person's status screen shouldn't be able to be seen… that's how it's supposed to be …
Thinking that I so-ftly move to use the glass of a nearby NPC store as a mirror and check above me …. gyaaaaaaa! The title is displayed above my head!?
What's with this harassment!? Is that what the management's going for!?

Naturally you can choose whether or not to display normal titles overhead or not but normally no one displays it; I mean isn't that expected? In the VR world, having words above your head bobbing as you move is pretty weird, right?
To clarify further, try thinking about how it looks in "real".
What if you saw, within a congested crowd of people, for some reason there's someone there with the words "Fairy Seducer" dancing overhead?
It totally stands out right? Even more so because it's super strange.
That kind of situation is …..

I open the Title Screen in a hurry to fix it, hitting the option repeatedly to change it to hidden.
But the management's harassment had a continuation.

[This title may not be hidden until the end of the event or you terminate it.]

was the warning message that popped up.
Even this is official??? The title isn't just written above my head, the final blow is that it's flashing in 7 colors you know? There's no way this won't stand out.
There's a huge crowd of people, but please don't blame me for being in the orz pose[2].
I never thought the day would come where I would seriously take this pose, not just in chat.

The ones who came to comfort that orz me were the Fairies of other players.
A snake-like Fairy came and nuzzled my hand; a fox-like Fairy came and *pero pero* licked my cheek.And then a rare, large, human-shaped Fairy patted my head as if to say, “good kid, good kid”.
This scene was completely recorded in screen capture videos, and when I found out and saw it, the fact that I agonizingly fainted in embarrassment is another story.

Since the Title: Fairy Seducer attracted too much attention already I explain everything about it to the people surrounding me … shyness-play at this age is too much like hell.
It’s probably not worth trying to declare war on the management with some kind of counterattack.
There has to be some way …. you guys better remember this… tsu.

If that’s the case, “Then, just fight one time to get rid of the title” is where the discussion quite naturally led to.
As expected I most definitely don’t want to walk always pulling this title around.
Hurry up and fight once to get rid of it, right; let’s do this.

“Then sorry, but can I ask for just one Fairy PvP with someone?”

I try and ask, and the female player who owns the fox Fairy that had just been licking my face stepped forward with a “Then I will” as an introduction.
I am beyond happy right now that such active cooperation came … tears will come out ze.

[Elise requests an Event PVP. Will you accept?]
is what the girl floated up towards me; after that I just need to answer “YES” and fight and it’s all good.
So I’m about to press YES when … there’s something hitting my leg.
Wondering what it was I look down … right there is the fox Fairy nudging my shin with it’s nose.

With a “Wait a sec” request to Elise I turn back to the fox Fairy with a hug.
I ask, “I’ll give a listen, are you trying to tell me something?” to see what will happen.
When I asked a question in the previous dungeon, the Fairies used their actions

to respond to me.
Since there was something written about the Fairies' egos coming out in the update, I thought I'd better properly listen to them.

But the fox did nothing but stare at me.
… no, to be precise it's staring at the [PvP Acceptance Confirmation] window.
Don't tell me.

"Ummm, so you … DON'T want to fight?"

I try to ask. At that it vertically nodded its head several times and then began to rub against me.
Reacting to the soft and fluffy fox Fairy's unexpected actions, its master Elise cried out

"E-even though ***I*** never get that kind of skinship[3]!?"

a bit teary-eyed.
As expected with the Fairy like this, my willingness to press YES has been blown away somewhere.
I press NO and refuse the PvP.
… and after I refuse the fox suddenly became playful, and with Elise crying out "C-come baaaaack~!" in a teary voice it started to turn into chaos,
This situation is turning into kind of a black mark on my history and it's completely transmitted to the players surrounding us …

"It's Fairy seduction alright."

"Aa, there's no mistake, it's a natural Fairy Seducer."

"That title doesn't lie, huh, can't deny it."

"Can't we attack him in a dark alley? We can't just let him be …"

So, tragically Fairy Seducer became famous in one swoop and it's become a mess.
Just what have I done-! When I yell that,

"""""""Seduce a Fairy (right?) """""""

was the comedic response everyone took, and I collapse into my second orz.
When I did the surrounding Fairies once again came to comfort me, and also, as

expected, Fairy Seducer's bad reputation spread out in a vicious cycle.

———————————

Just in case, the players around tried to help and issued Fairy PvP challenges to me.
The results are all the same … With sad, abandoned puppydog eyes they'd turn to face me appealing that they don't want to fight.
With them acting like this, would I be able to hit them? Shoot a bow at them? You can say I'm incompetent, but I can't do it!

In less than 30 minutes since I logged in, just like the time with the cook uproar, I've become famous; the days of shame with the title have begun.

But of course I don't seriously hold a grudge against the specifications the management has made …

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv39
[Cooking]Lv40 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv12
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

ExP 16

Title: Fairy Seducer
Hidden Effect: If you attempt to Fairy PvP, the opponent's Fairy will try to Appeal with all their might that they don't want to battle. It's an Appeal using deep affection to try to interrupt the fight.

You can't initiate a Fairy PvP yourself.

These effects are not disclosed to the Players.

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1. butoukai x2 pun, "It's the butoukai(Dance) of the Fairies, but actually it's butoukai(fight association)"

2. orz – with the “o” being the head, the “r” the arms planted on the ground, and the “z” the legs bent at the knee on the ground, it’s an emoticon pose of dropping to the ground on all fours in despair.
3. skinship – the idea of getting closer with physical contact, but not sexually. (Though, as everything, innuendos are capable of ruining everything.)

<TN: Waaah, this one took almost no time to translate. Wonder why. Maybe it just felt like it didn’t take any time because I had a lot of fun translating Earth’s reactions.
Now I can explain why I used “Fairy Seducer” instead of “Fairy Whisperer”.
The “tarashi” in the title “Youseitarashi” doesn’t just mean affection or charm; it also has a dirtier side to it that means deception.
“Onnatarashi”, or “Woman seducer” (aka a playboy) has the connotation of a man (or woman) who swindles his way into women’s hearts, aka seduction. It’s a term often used when confronting cheating boyfriends.
“Youseitarashi” doesn’t have quite as bad a vibe as “onnatarashi”, since “onnatarashi” has more social context bg, but you can understand that Earth isn’t only upset that he’s standing out with the title over his head; to some degree the content is also embarrassing. It increases the “don’t call me that!” factor significantly.
Also it felt like it would be a shame to cut the direct foreshadowing from the incident where Earth was playing with Zwei+co’s Fairies.

For the manga translator’s sake “Fairy Whisperer” isn’t technically wrong. I don’t like changing the major terms that the general fanbase is used to unless there are major mistrans, so I spent a long time flipflopping between the two.>

Dance of the Fairies Second Half, the Fairies Whose Egos Began to Grow are …

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies Second Half, the Fairies Whose Egos Began to Grow are …

["O-i, Earth-kun, can you hear me~? It's Rona."]

That Whisper flew in after I'd somewhat recovered from my orz and had stood up;
It's rare for one to come from Rona.

Clackclackclackclack…

["Aa, I hear you. If you only need to talk I'm ok."]

Sizzzzle…

['that so. I've got something I want to discuss, is that fine?"]

Swayswaysway

["About making food right? For your Fairy."]

– A, thanks for waiting. Over here you wanted a Fairy's portion, right?

["Aré? How did you know what I wanted to say?"]

– It will be a bit of a wait until the next batch is complete~.

["Right now there's a ton of players asking the exact same thing!"]

Right now I'm mass-producing, not fried chicken nuggets, but Fried Rabbit Nuggets[1].
I haven't gotten them to Quality 7 yet so originally I didn't want to put them up for sale, but right now continuing to make a large amount has become top

priority.
It's kind of become a stall that specializes in fried meat.
All of the players who've come to buy them have come to buy them for their [Fairies].
How did it get to this.
I reflect on what happened 30 minutes ago while being soothed by a sheep-like Fairy nuzzling against my leg. This little one's master is right in front of the stall stuffing his cheeks with fried meat.

A, I've stowed away the dangerous attachments on my shoes, alright?
I'm not wearing them because the Fairies keep dropping in to nuzzle against me.

――――――――――

After Fairy Seducer's notoriety became set in stone (I don't want to accept it, but it can't be helped) it was probably about 10 minutes after I accepted it and stood up?
I completely didn't have the energy to head out for the hunting areas, so I decided to stay put cooking in a food stall while making plans to do my best tomorrow; at that time a male player came over.
Is he going to buy some food? But just when I was thinking that …

"'Scuse me, do you have any food items for this guy (Fairy)?"

Is what he asked for.
When asked why, up until now he fed it with NPC bread he bought from the store, but after the update it started eating less and giving a dissatisfied reaction when eating it.
It eats fruit, but just eating fruit seems a bit unfortunate.
The Fairies are omnivorous, so it's not a problem of what they're able to eat …
The player who is the sheep-like Fairy's master's shoulders slumped.
He sure loves it, naa.

When I try and feed it a Boiled Horned Rabbit Steak it immediately chowed down.
Munchmunchmunchmunch it gobbled it all up in an instant.
Is it okay not take it from your master, oi; though I'm making a retort, it must have been hungry since it's single-mindedly eating.

The sheep's master and I faced each other in silence.
When he murmured, "As expected of the peerless Fairy Seducer,"
I flung back, "What the hell![2]"
I should see whether or not I can make a Tsukkomi Harisen (though out of iron).[3]

Anyway, we've established that it will eat food made for players.
With this it feels like it'll be fine.
Since the steak was something I fed it as an experiment, I didn't charge him.
I'm just happy it was resolved.

With that settled, the next thing we want is "something that satisfies for the cheapest price."
What were the sentiments of the guy behind it?
"To spoil them you have to let them eat something good, yo!" When I retorted, the reason he gave was …

"This guy, he eats an awful lot …."

He tearfully complains.
Whatever you say, with it's Tackle and magic attacks in combat it will definitely make things easier, and certainly the earnings increased, but well.
Anyway this guy eats really well.
To be specific, before the sheep's master had finished one steak, the little sheep had devoured 4….
If it's 4 pieces of NPC bread the food costs aren't too extravagant, but when it comes to feeding it the same food players eat the situation changes.
Looks like his Engel's coefficient[4] jumped up; why is this starting to feel like we're adjusting a family budget …

With the situation at that degree he's been going around begging for cooks to do anything they can to help.
What we need is something that's cheap, easy to mass produce, and relatively simple.
For that, fried meat would perfectly hit the target.

Making the marinade is a little bit of a hassle, but time-wise it's nothing big; using a heavier flavored seasoning will shorten the time the rabbit meat will need to marinate.

In real-life this marinating method would only be ridiculous, but it works so we'll use it.
After that we'll use the [Cooking] Art <Cooking Acceleration> to further shorten the time.
With this I'll be able to mass produce them until the ingredients run out.
Although salt and pepper are expensive, buying just one portion of soy sauce gives me a large volume, and the price for garlic is also reduced since you can't eat it on its own.
The result: I can achieve the low price of 3 pieces for 20Glow; within that the profits are pretty slim.
This time I'm only doing this separate to help people out.

This will probably sell pretty well; though it's only a recipe I've made through a rush order, somehow there are players appearing to order it called through Whisper.
Furthermore, I'm getting kind of a bad feeling.

"Um, what's going … on?"

The response was simple.

"I just told my friends that there's cheap and easy food being put out here."

It really came … Aa, it's the beginning of the war, the cooking war …
I'm going to be logging out late again, dazé…

———————————

["And so I'm now in the middle of a Cooking Frenzy."]

I convey all this to Rona while continuing to do all this cooking.
From the other end a ["Uwaa …"] from Rona can be heard.
With an improved meal for Fairies out, it wasn't just the sheep Fairy in a bind; a lot of customers are coming by, ee.

Just to say it again, "How did it get to this!"
In the end I continued to mass produce Fried Rabbit Nuggets until I was exhausted.
Maa, in real life the marinade would drop in quality, and while frying the oil would become dirty; since these don't happen it's probably pretty easygoing.

Until the very end I continued to fry meat.
Looks like this is going to be my daily activity everyday.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv42
[Cooking]Lv46 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

ExP 16

Fairies are also greedy; the food requests increase.
Earth's sufferings continue from hereon!

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1. kara'age – It's not that pre-processed chicken sawdust type nugget, but more like boneless fried chicken in bite-sized pieces. Meat is cut up into bite sized pieces, marinated, lightly coated in starch, and then deep-fried. Kara'age, though actually a term referring to the way of cooking, typically refers to chicken kara'age as it's the most common kara'age made. Which is why Earth bothers pointing out that what he's using is what I assume to be Horned Rabbit Meat. Poor Horned Rabbits, forever at the bottom of the food chain.
2. nandeyanen – a kansai-dialect trademark saying, used as a comedic response to stupid or foolish sayings/actions. The sheep's master manages to elicit this extremely stereotypical "what the hell" response from Earth, subtly hinting at Earth's inner tsukkomi potential.
3. tsukkomi – I didn't translate "tsukkomi" in this instance because it was written in katakana instead of the usual kanji. A tsukkomi is a retort on comedic/foolish actions. Generally known for the comedy given between a person who plays the fool (boke) and a person who points out the fool's foolishness (tsukkomi), or the straight man. The straight man gives the tsukkomi, which can also be considered as the punchline to a joke.

In the most standard-template stand-up comedy, the fool will say something ridiculous as if he's completely serious about it, and the straight man will yell out, "Nandeyanen!" and hit the fool with a paper fan designed to make a loud slapping noise called a harisen.

Ah… Earth? An iron harisen is basically a weapon you know?

4. Engel's coefficient – Quick answer: the proportion of money spent on food in a family budget. Long answer: In this case, even though his earnings have increased, the sheep's master is still going broke since the proportion of the money spent on food increased at a more drastic rate. Yay economics?

Dance of the Fairies Second Half, the State of PvP Combat

<T/N: From hereon I'm translating "management" as "developers". Because reasons.>

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies Second Half, the State of PvP Combat

After a few days the cooking situation has calmed.
With the cooperation of a large group of cooks, Fairies have been confirmed to happily eat any food with a Quality of 6 or more; to get in on the cheap food in large amounts cooking, each and every cook devised methods to mass produce food.
Like this, even the people who can't earn as much and have had problems with getting their Fairies' food has largely been taken care of and the chaos has calmed down.

With that solved, now the people who are serious about PvP are beginning to increase.
The PvP until now has been the standard; try to end it by somehow hitting with a high-powered attack. Aside from that, there are people who are good at handling other Skills to battle; in order to evade there are Guard and Evasion Skills around that you can use, and also attacks that can break through with Feint.

This time the previously announced Negation System has entered the fray.
With this magic can be used to strike back swords, and the reverse where swords

can repel magic can happen, so that you can fight in a hero vs hero like manner. Maa, there's still only a few players who can handle it.
Since magic comes flying in at high speeds, it's not possible to completely cut the damage of a powerful Art by hitting it, so some damage will be taken. Arts with a lot of power naturally take a long time to activate and have a long time between recast; the chant to activate magic can take a long time.

How to predict your opponents' moves, whether to negate, to avoid, or to use weak Arts in order to avoid a direct hit and reduce the damage while enduring it; there's been an outbreak of this method of reading each other's cards.
In order to use the entire body and surge forward at high-speeds to deliver a blow, there are also players that use the distance-shortening magic from the [Tackle] line of Arts; it's a weak magic used to close the distance in an instant. This is in order to lure a counterattack by catching opponents off-guard so that they use beginner level magic, then using Negation to counter with a particularly heavy-handed magic to return the shot; it's a standard way of using predictions.

Regarding weapons, with Arts there are Counter Strike Arts to take; when aiming for the players who use that Counter, there are players who use small magic attacks that just barely don't reach, inviting their opponents to swing at them pointlessly and further counter. The amount of spectating players who enjoy the spectacle has increased.

Of course there's also Fairy support attacks and support buffs mixed in.
There's a Fairy only unique magic called the [Wall] type that makes a temporary wall with magic and is only usable by the player once in battle.
With that, when a counterattack comes you can turn the tables by making a wall at your own discretion; on the other hand, for those that rely too much on that wall, hitting it with an attack that surpasses the allowable damage and getting a hit in due to their carelessness is another way to take advantage of predictions.

Wall is useful, but since it isn't very hard if you use it with the wrong timing it will be immediately destroyed. Moreover, you're at considerable risk during the time it takes to call out a Fairy Wall.
Assessing the situation, there was a screen-capture video taken and officially uploaded, where the degree of friendship needed in order for your request to be properly understood by your Fairy was tested and show-cased in PvP.

Using that as a reference for how to maneuver and devising strategies, you can copy it into your own style of PvP to a certain degree, and of course there are also players who try to move in their own direction.
As always with martial arts, imitation, that is copying, will give birth to new things.
That's why, if you think something is good and want to do it yourself, there's nothing to be ashamed of in accumulating actions and tactics that way.
However, just copying will lead to nothing but an imitation after all, noda.
Because the most important this is to put your own flavor into it.

From the developers' side, they probably really wanted to build up the excitement for PvP.
Even if the players grow exponentially through PvP it's not really a "final ending" type end content.
It's natural that this prediction and Arts PvP will need to be fine-tuned, but unless they screw it up there, it will definitely continue for a while still.
Well there have been a lot of games that have screwed up like that and have disappeared.

Right now I have confidence in those modifications … I guess, but it would be a waste not to accept this system that we've finally been given; the event this time may have been assembled to naturally understand the likes and dislikes that will come about.
As more and more videos are being uploaded, the posts have definitely increased in the PvP section in the forums.
It's no longer just "Raised my Fairy's status;" pure excitement about PvP is also playing its part.

Now then, this may be redundant, but the "sky eye" tactic is of course prohibited, so it's made so you can't use Whisper Chat in PvP.
"Sky eye" is a tactic where spectating players give information on the opponent from the outside; because the opponent's actions are monitored, players get a one-sided advantage since they can get reports on safety areas where the attacks definitely won't come in order so they can leisurely decide what to do.
In this case all fairness is lost.

Of course external communication system tools[1] are also prohibited.

Since you can use those cheat tools in the same way, “One More” developers will immediately suspend your account if you’re caught using external communication systems outside for direct communication.

Now then, of course when the spectators and PvP fighters gather together things will sell well.
Aside from the expected repairs, people will naturally want food and drinks.
Street stalls and food carts in rows also gather around PvP to do business.
It’s become popular to eat bar snacks while watching the exciting, heart-pounding PvP

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However … there are players that won’t go with the flow.
Yes … the players who forced the Fairies to fight like slaves from before the update and continue to work them hard.
For those guys …the time has come to repay that grudge …

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv43
[Cooking]Lv47 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

ExP 16

Next time is a look at the situation of the players who worked their Fairies too hard
Looks like Earth won’t get an appearance for a little while.
Afterwards he’ll get picked on so for now he gets a break …

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1. Not 100% sure, but I’m assuming he’s talking about using other software like Raidcall, Skype, or Team Speak (well, prob Japanese equivalents) in order to communicate between party members.

Dance of the Fairies Second Half, Retribution Prologue

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: It’s a bit of a dark story, please be aware before reading.
<T/n: … I didn’t think it was that dark? At least not to the point of being unreadable if you don’t like dark stories.>

Dance of the Fairies Second Half, Retribution Prologue

It was there, at a certain special PvP arena.
It's a basic coliseum style place that's specifically used for PvP now, but it wasn't through "One More"; someone started PvPing there and more fights followed one after another, turning it into a special arena.
Since fighting with lots of different people is a requirement to evolving Fairies' statuses, it's a situation where throwing yourself whole-heartedly into fights is absolutely necessary, nanode.

Now, this is something that happened at that special arena after a number of matches had finished.
Players equipped for more competitive fighting were there.
One side led a wolf-type Fire Fairy and had a one-handed sword, shield, and wore heavy armor; a heavy equipment fighter.
The other side led a falcon-type Wind Fairy and dual-wielded swords; for the sake of mobility it was a light-armor styled swordsman.

When the two players declared their intentions of opening of a PvP session, the countdown to the battle began, but … .
Around the Fire Fairy led by the one-handed sword player a black aura-like thing began to dimly manifest.
A murmur went through the crowd around the sight-seeing me, wondering what was going on.
After all, this was a phenomenon never seen before in all the PvPs up until now.
I've seen several Dark Fairies in PvP but none of them had anything like this completely black darkness.
And anyway, since flames are coming from its fore and backlegs, it … should be a Fire Fairy?[1]

The countdown continued without a problem and the system isn't registering an error, so what is THAT? The surrounding people make a fuss.
Like that the countdown approached 0; the PvP began.

Acting like the victory goes to the one who makes the first move, the normal Wind Fairy led by the dual-wield player that isn't putting out the black aura shot

out a barrage of weak Wind Fairy wind magic as cover while the dual-wield player charged in without minding it; the effect is that nothing can come through even without using Arts.
It's a way to close the distance between opponents by making use of predicting how your opponent will react.
On the other side, the player that led the Fire Fairy still releasing that black aura readied his shield and lay in wait as his opponent charged in.
But, why isn't he giving his Fire Fairy instructions to provide support attacks?
It's also unknown why he completely left the Fire Fairy to auto-attack.

When the Wind Fairy's wall of magic dispersed, the dual-wielder's sudden strike was warded off … he's good, those movements could never be mastered by someone who only relies on the System.
Getting his attack turned aside, the dual-wielding player's balance was destroyed; in this situation you should pursue with an attack, using your Fairy to attack as well in a combo.
… even though it should be like that, for some reason that combo didn't happen.

… The Fire Fairy, in response to the one-handed sword player's orders to attack, [Ignored] the orders noda.

If it was a fussy order it would be understandable, since there are a lot of things that would trigger a refusal response from a Fairy.
On the other hand, giving it simple instructions, like telling it to attack or defend, would normally have no problems; actually, out of the 100 PvP battles I've watched before, this is the first time I've seen a Fairy do this and ignore orders.

No, I've seen refusal, but this time it's [Ignored].
The time when an attack can't be done in the situation, even if the relationship between the Fairy and the player is good, the Fairy will make a posture of refusal.
For example, telling it to shoot out magic when it had just shot out magic.
I can't do it, sorry; that's the kind of intent the Fairy refusal is supposed to convey noda.
But to ignore means … something like not even wanting to listen to the player master. If it's something like that …

"I see, so he's using a Slave Fairy …"

Someone muttered that, and in response everyone around fell silent at once.

The one-handed sword player who had just lost the best chance to attack due to his Fairy's Ignore fell into a tight spot.
The dual-wielding player's Wind Fairy took the initiative to toss out magic in order to save its master.
The magic was a magic from the Wind elements, <Shock>. There's some damage from the small shocks the wind-type emits, but the greatest advantage is a short stun that lasts several seconds; it's an addition that can daze the opponent, and the more metal parts on your opponent's equipment the greater the chance for a daze. It's a magic attack that makes heavy-armored warriors cry.
And the one who took that attack is a one-handed sword and shield wielding player clad in metal armor from head to toe.
When against Wind magic and a Wind Fairy during PvP, it's a magic that you should never let hit you no matter what.
It's something that should have been obvious… but with that perfect attack chance it was blown completely out of his mind.

That blunder is … something he won't be able to recover from.
Under the influence of the temporary stun, his movements are stopped for several seconds.
Dual-wielded swords have heavy attack power, and this wielder is now able to make his moves freely for several seconds.
The results are clear; that is, the dual-wield player's victory will be the result.
Without mercy against the one-handed sword player who couldn't move due to stun, the tips of both swords were thrust into his neck; heavy armor has no meaning when your weak points are targeted.
With the transient shattering effect, what's left is the decisive victory.

Slave Fairy, while it refers to those Fairies treated like slaves, it also serves as a form insult to those players who work their Fairies hard like slaves without compassion; it has that kind of double meaning.
Just from watching from the sidelines I get how horrible their treatment is.
At any rate, it's not just working them hard; if a Fairy gives a refusal sign that the player doesn't like, they'll hit them or send them flying with a kick.
The players who want to get along with their Fairies can't stand to see such

depraved actions.
Because of this players quarreled with each until it became a full out PvP war.

The result is “that” …
In the end, those Fairies won’t help in PvP (maa, that’s to be expected though), to rub the humiliation of being beat up in your face.
But if you want to evolve your Fairy’s status, there’s no other option than continuing to PvP.
And Fairies’ attack powers are raised under the special rule.
In general, it’s a situation where you can’t win if it won’t fight.
It’s karma, na; after picking on your Fairy, the abuse that you dealt has now been brought back onto you.
But that’s not all there is … that’s right, that’s not all there is, noda.

———————————

With a red face and glaring at his own Fire Fairy … does that mean he’ll hit it again?
… but that player restrained his hand and took his leave.
So he controlled himself… if you can do that then can’t you avoid using a Slave Fairy from the beginning …

That’s what I thought when I saw that then.
But, I wonder why the one-handed Slave Fairy user didn’t hit it.
I found out that reason when watching another PvP again…
[Will have their egos released 100%]; this is one meaning of that announcement.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv43
[Cooking]Lv48 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

This was also written in preparation for receiving criticism.
But if I don’t write the tale won’t go on.
Whatever you say, it’s proper for the player side to get the advantage, but this

event was written so the dice comes out 1:1.

An event with player disadvantage that only rewards portion of the players used to happen a lot in old games; that's the kind of feeling I was going for.

1. hi no yousei no hazu…da. – It was not originally a question, but I tweaked it to carry the doubt over into the translation. Just letting you know.

Dance of the Fairies Second Half, Retribution Latter Part

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: This is a continuation from the previous dark story.
I have resigned myself to take criticism, even if the opinions are that you hate it.
But I won't change the story.

Dance of the Fairies Second Half, Retribution Latter Part

Two days have passed since the previous PvP with the Slave Fairy user.
Since then I haven't seen any Fairies that were Slave Fairies, at least not in my range of vision.

In the first place, the people who have done enough abuse to be hated to that degree are actually a pretty small group; the majority of players tend to give decent treatment.

This is probably also because enough time has passed that the result from treating Fairy's with violence has come about and the information has been spread around.
For the most part, the people who treated their Fairies poorly apologized to them; along with improving their treatment, they also accepted the Fairies' refusals. This extreme change in behavior is to avoid the deterioration of their relationships with their Fairies.
It's become one of the most looked at topics in the forums.
The forums' "How to improve your relationship with your Fairy" thread is always flooded with people.

Before throwing away a battle potential that you can only obtain once in an event or not at all, you should take care to put in the little bit of effort needed to

improve the relationship; that kind of thinking naturally spread and the number of Slave Fairy users began to decline.

It's not necessary to spoil them; just not exploiting them, fighting together, taking time off together, sharing food together, and treating them like partners will slowly and surely build up trust.
Even for the players who somehow hated the idea of doting on their Fairies, if it's treating the Fairies like partners then it's fine.

But there will always be exceptions in any world.
Like the people who continue to push forward until they can't turn back anymore.

That type of situation was captured in a video, and was uploaded to a certain video site.
The things that can identify the person, like the name, were off-course blurred out …
That video is the biggest reason for the reduction of Slave Fairy users.
That video is over, but let's recall that one story about what happens when the relationship with a Fairy becomes the absolute worse it could get.

———————————

That video is a recently often uploaded PvP battle scene.
This time's story revolves around a player accompanied by a large tiger-like Earth Fairy.
That large tiger Earth Fairy is also putting out that black aura.
In other words, it's a Slave Fairy.

The PvP battle was reaching its climax, neither side being at a great advantage or disadvantage.
Both of their HPs have only about 10% left to go; it's a tense situation where getting hit with one more Intermediate Level magic Arts would lead to losing.
It's the last sortie; the tiger Fairy's player gave orders to his Fairy, and in accordance to those orders the Fairy triggered an Earth wall-like magic.
After that he just needs to lie in wait for his opponent to come running from the left or right, then launch an attack at him.

But the opponent decided to hold back until the wall disappeared.

In just a little bit of time the Earth wall like magic will certainly disappear.
The opponent and his Fairy, using its own discretion, shot out magic together where it disappeared.
Launching the surprise attack when the wall disappears, it's an opening you can aim for, and the tiger Earth Fairy player tragically took a direct hit and lost the PvP.
If we're talking about up to here, it's just one of the PvP's usual combats ending.
However, in this video the main attraction starts from here…

That tiger-shaped Earth Fairy's player must have been quite irate.
"Why didn't you protect me right there! You're a tool, right!
You're what the developers sent as main support, right! You've got no point to existing aside from protecting your master! Don't screw with me!"
He screamed something like this.
And in response the tiger-shaped Earth Fairy shook its head grandly 2, 3 times.

You have the freedom to handle your Fairy however you want. In regards to that, no one has any room to speak against it.
However … the Fairy also has the freedom to give whatever response in return, right?
It's not just the player's using them, from the Fairy's side there's also some expectations; to achieve those expectations it made a contract … to have the will to be used is also their freedom?
The player has the freedom to say the Fairy has no point to existing.
However, if the Fairy that made the contract absolutely can't accomplish its goal, then …

[Cancelling the contract can be another "freedom" right?]

It was almost like you could hear the words coming from the Fairy.
Certainly a contract is when both parties reach an agreement on exchanged promises…if it was between humans.
And then, if the sin of breaking the contract is committed, a suitable penalty is given.
But the opponent isn't a human but a Fairy.
Of course even a Fairy dislikes the unreasonable, so the contract will be returned to nothing ne~

that impression aside, I hadn't heard of a case where a Fairy cancelled the contract due to being worked too hard; that is, until I watched this video.

Just when I thought the black aura emitted from the tiger Earth Fairy had subsided, that aura attacked its master; what happened while I watched was …

PenaltyBattle!

Were the words that floated up, but the place is the PvP field-space?
All of a sudden a countdown began … this is quite foreboding.
As for the player he seems to be confused, while the tiger Earth Fairy stares at its master Grimly.
When the countdown reached 0, the tiger Earth Fairy instantly broke into a run.
"You're attacking me!?" is what the player let out; while panicking he dodged the tiger Earth Fairy's attack, then moved to counterattack.

The offense and defense switched back an forth, but in this field-space the Fairy PvP special rules apply; it's clear that attacks from the tiger Earth Fairy's side are especially heavy.
Keeping the number of attacks roughly the same, then the side with the heavier attack power will obviously have the greater advantage.
In the end the tiger Earth Fairy puts the nail in the coffin and the player collapses.
However, normally as soon as the HP hit 0 the player would shatter, but why is he still collapsed over there?

The tiger shaped Earth Fairy will teach us that reason.
When it bites about the collapsed player's heart, it retrieves a shining jewel-like thing in its mouth, that is… isn't that the Fairy Contract Crystal?
Carrying the Crystal in its mouth, the tiger shaped Earth Fairy took its leave… and slowly vanished.

After it vanished, the player that was left there revived.
But immediately after revival he yelled,

"Everything to do with Fairies got reset, damn developers!"

There it is … showing the player raving, the video ended.

———————————

I sigh as I look away from the video …
Basically, what you get from this video is that for a Fairy to abandon a player … is reality.
If you're strong and can win that Penalty Battle then the contract won't be released; maybe a Fairy uses that to make a decision itself…
In that field a player is largely at a disadvantage, so winning would be extremely difficult.

This is the result of another bad practice of the many pet systems nowadays.
With the recent helpful pet-related things, look, it looks like a random system but there's a lot of people who will go in on it right? And like that, often money will get involved.
And of course the acquired pet will be strong and capable of being support.
It absolutely can't refuse a given order, and it won't be upset no matter how you use it.
As expected of a tool, it's one useful instrument …it has that kind of feeling.
That's probably why they can't get it; the tool-like Fairy refusing an order and in the very end it vanishes.
Since it's just game data, there won't be a disadvantage no matter how you treat it.
I bet that's the kind of delusion they've been unconsciously believing.

In another way, "One More" might have made a full revolution back to old-style games.
Old games usually had a proper degree of intention, even if it had pets it was expected that they would sometimes refuse orders; excessively and violently shooting out orders in quick succession and then having the pet suddenly go berserk, release itself, and then come rushing back over was common.
Like that it was necessary to properly feed them, and not violently rapid-firing orders of was standard.
The people now probably don't understand that type of thing na…

With this complicated mental state, I've lost the desire to login to "One More", and I just went to bed like this.
Retribution … this word has given me heavy feelings today.

SKILLS

[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv43
[Cooking]Lv48 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

ExP 16

A/n: And so, this is one of the inevitable endings I wrote.
I'll take criticism, remove this before and after store, and also largely revise it; that's definitely something I won't do, just so you know.

<T/N: bleh… got some stressors on this side … but I'll properly try to update at least once a weak.>

Dance of the Fairies Second Half, Retribution Extra Edition, Once More …

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: When talking about retribution, it's popular to use it in the hate sense, but if it was originally a hateful thing it will end in hate, if it was a good thing it will end in good, there's that kind of Buddhist saying.

Dance of the Fairies Second Half, Retribution Extra Edition, Once More …

That day I was leisurely hunting, and from hunting I got my hands on some great meat for frying, for making steak, and for stewing; it was a truly a laid-back time spent.

And then when I had finished making food, I'll put out a stall …and that's where this story begins.

"'Scuse me, are you free for a sec?"

The voice that flew out is, oya, this person is from the other day's PvP's …

"Aa, I don't mind, is it some kind of consultation?"

The one I'm talking to is that Slave Fairy user from before.
The man who managed to control himself before hitting his Fairy after losing the PvP.
The Fire wolf Fairy is also across from me; for now it doesn't look like there's going to be a complete separation.
THAT isn't really something I want to see na.

"Since you have that title overhead I thought you could help …"

Aa, so in other words it's like that.

“So you want me to mediate and help you reconcile with your Fairy?”

The response was a single “So you get it huh…”muttered.
Actually I’ve kind of taken several requests for some consultations already.
Anyway, calling “Come over” to the Fire wolf Fairy across from me, and raising my hand to pet its head; I don’t know if it’s because of my title, but it doesn’t refuse me na.
For the time being, in order to listen to his story I don’t have a chance to escape so I’ll have to do this to some extent … aa mou, even if being a seducer of Fairies is supposed to be good I don’t want it; keeping calm is most important, that’s right.
It’s not like I actually mean to seduce it-!

“Just putting this out there, but is this about that video?”

It looks like it will be long so I cut to the point.
Ma, to some degree giving advice is the duty of someone who’s seen many years like me.

“… that’s right, though it’s laughable.”

How it stands, listening to the details, until now there he hadn’t played any games where a pet has returned a dissatisfied and rejection response; in that way, for this game’s Fairies to do those things is pretty good if you think about it.

In particular, there are times when the orders aren’t clearly carried out, and they’ll take meals and even show some cravings; all the information we still don’t understand has increased in one breath.
Even if you look at the Info Sites the information is complicated; even for those of the analyst group that are the best at working out the correct data aren’t able to increase the amount of information.
When he couldn’t find anymore information, apparently he saw a player hitting a Fairy in dissatisfaction to get it to follow orders.

So that’s how it is, it’s best to treat them like you’re training beasts; that’s what he thought at the time.
It worked fine in the First Half; during PvP combat it was just like a servant~ at his side fighting, and it wasn’t particularly hard to handle so wasn’t it fine?

However in the Second Half the egos were 100% released and turned his world

upside down.
The times where it won't listen even if he hit it increased, and in trying to fix it he hit it more.
That was the vicious cycle he fell into …
It's like when you use unreasonable violence and call it childraising …
You can call him a Slave Fairy user, but actually it was this kind of feeling of not understanding how to treat his Fairy; there's probably a lot of guys who unknowingly reached this dead-end from their abusive actions.

"Just when I was getting desperate … that video you know? It was a huge shock."

That Penalty Battle that video turned into, huh?
… I completely agree in that regard.

"Aa, that certainly was … na."

If you think about it, thanks to that video the analyst group's info has become more complete.
One of the analyst group even said "I never thought you would actually lose it."
If only the information was known sooner; to say that is probably unfair.

If the wrong information spreads, more than using Info Sites as a medium, there's a danger of a large amount of people spreading the wrong information.
Therefore the most accurate information as possible is needed … no matter what a precedent is necessary lots of examples are needed so that information will be truth that cannot be overturned.
And so, in order for that precedent to pass through for information related to Fairies, the confirmation of information is delayed; also the majority of the people who upload to the Info Site are usually proceeding by feeling it out from a position where they don't know anything.
… It's like the information originates from people moving while wearing blindfolds.
While that might be a funny thought, there's bound to be discrepancies with this unreasonable thought.

"Maa, when the second half of the event came, the information about the distance I should have between me and my Fairy has also increased; it's still

possible for me to make up him.”

that’s what the owner of the Fire wolf Fairy said.
This guy realized his own behavior himself, seeming to want to walk in the direction of having a peaceful relationship with his Fairy; he wasn’t told how to do it the first time.
In order to proceed, it will be good if he takes it one step at a time to find his own way.

“For your advice, I’m not sure what you’ll take, but I have gold to some degree…”

To those words, “You’ll need your gold, so please put it back,” was my immediate reply.
Picking up gold for a consultation like this is against my principles.
Not to mention, having expectations that it will all work out because you took out some gold is a dangerous mindset to have; reality isn’t gold after all.

“I’ll give my advice; whether or not you want to follow it is your freedom.”

With that preface in advance I began giving my advice.
For now, fight together, and when it’s time to take a break, rest with each other.
When it’s time for a meal, then take it together; for a while you should assume fairly good meals.
Aside from that, it may be difficult but, like when you’re dealing with a player you joined a party with, when the battle’s over and you’re heading back to town try saying “Good job” to it.
Like that, try presenting several of those types of behavior.

“Recently the Fairy-related information has been steadily accumulating. If you interact with it according to that information, don’t you think you’ll get a little closer to reconciliation?”

Concluding like that, I passed him some of the kara’age[1] I just finished frying.
The Fire wolf Fairy user was bewildered and said, “Eeeh, this is for…?”

“This is a special service. Try eating it together with your Fairy.”

Like that, the example of a meal has been handed over.
Because the so-called first step is crucial.

The Fire wolf Fairy user timidly presented the kara'age in front of his Fairy, between the two of them.
The Fire wolf Fairy sniffed at the scent several times, then took the kara'age in its mouth.
The Fire wolf Fairy's user also stuffed his cheeks together with it.

"Like that, that's good. The way you're eating food together is important."

Having safely given it a meal, it was a success and the relief caused them both to loosen up a little and, slowly crouching down, from the Fire wolf Fairy user's back you could hear his voice.

If the first step is successful, it will become something people will get used to. After that, if he doesn't imitate the behavior of beating it in a temper, their relationship should gradually improve … there's nothing else that will do except to do this again and again patiently.

"Thank ya … I didn't know what to do …"

Is the thanks that came from the Fire wolf Fairy user. After this it's all up to him.
He's taken the first step, so now he has to proceed along himself.
In the relationship with his Fairy, and also in his future actions.

"Don't worry about it, I just did it 'cause I felt like it."

I guess it's the place of a human born earlier to be nosy.
Ma, it's not like I'm a splendid teacher if I can even be called that, naa.
And then, together with the fire wolf spirit, he took his leave.

After that, on the event's last day, I happened to get the chance to see the fire wolf spirit user there, spectating the PvP … at that time the fire wolf spirit's black aura was no longer there.

Since the skills didn't grow in this extra, there is no Skill Writeup.
—

The conditions for acquiring "Fairy Seducer"

In the First Half …

Having the experience of playing with Fairies to a certain degree.
Excluding players' Fairies, having the experience of playing with Fairies of at least 3 different elements to a certain degree.
Excluding players' Fairies, having collaborated with Fairies.
If you more than fulfill this, all Fairies will have a favorable impression of you. Because the frequency for it to trigger is high, Fairies will largely move in favorability.

There are 10 with the title. 7 are players with Fairies, 3 are players without Fairies.

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1. kara'age – I give up. I can't put "fried rabbit nuggets" without cringing inside, so kara'age will remain untranslated now. Because kara'age is its own type of food, and the closest thing we have is chicken nuggets, but it's not chicken … gah.

<T/N: Oh thank goodness, no more mopey weird A/N. Those were kind of a buzzkill to translate. Anyway, I will be ~~exiled~~ visiting a place without internet next weekend, so that along with the maelstrom that is currently my life will make it difficult to upload the next chap in a timely fashion. Also, the chapter is a bit longer.
That being said, we should be getting back to crafting in a few more chapters.>

Dance of the Fairies Second Half, Even though it’s the Final Stages of the Event

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A:N: After a lot, we are beginning to move to the climax.

Dance of the Fairies Second Half, Even though it’s the Final Stages of the Event

“Oo, thee over there, thou who bearest the title of Fairy Seducer jya, would thee not waitst a moment?”

In the middle of town I was called to stop with very, very old-fashioned words.

“… uuuum, am I the one who meets your expectations?”

There’s probably no mistake it’s me, but responding like this is for something called form’s sake.

“That’s right, thee there jyayo … for a while, does thee hast some time?”

It’s an old man player … I think?
The character appearance is that of an experienced, silver-haired warrior with silver hair, long beard, and a moustache.
His equipment is … heavy armor and a two-handed axe, huh?

“There’s no need to worry about that. Is it some kind of consultation?”

Recently there’ve been a lot of these incidents; I guess it can’t be helped, since this title glittering overhead stands out.
I have no choice but to bear with it during the event; just be patient a little longer.

“It may be a consultation, as thee callst it. For a while, let’s discuss this with

thee in a place of fewer people jyaga.”

Uumu, I guess there’s a reason for it. I’ll try going along with him.

“Then, please lead the way to a place where we can talk.”

It was probably about a 10 minute walk.
He led me to a house that didn’t have many signs of people around.
Taking the pains to go this far … I wonder what he wants to discuss.

He offered me a chair and with a “At thy will, if thee wouldst, please sit,” and so I obediently sat.
He also offered me something to drink, and then taking a breath he began his story.

“To begin with, mine apologies for not being forthwith jyaga, but Grad, would thee hast met with the man calleth thus?”

I don’t have any memories of meeting him, and I don’t know the name, so I reply by shaking my head left and right.

“Is that so … it’s been said that man was getting involved with those who beareth the title Fairy Seducer, so there was the thought that thee wouldst also have been involved jyaga.”

Fuumu, here I pose a question.

“Sorry, but can I ask a question? This Grad, how do you know him?”

At that the old man in front of me nodded his head.

“Oo, this won’t do, to have forgotten to give mine name, this is a great discourtesy.
Mineself is called Silver, just a simple old man jyayo.”

Silver-san huh … there’s absolutely no way he’s just an old man na.
Both his weapon and armor alone are noticeably first-class equipment, and his roleplaying abilities are high with no hesitancy in his persona at all; it’s not just a little bit, he’s a man who is far above myself.
If it wasn’t for this title we would absolutely never have a chance to talk na, there’s no mistake.

“And now to respond to thy question jyagana. That man was one of mine party

members jyayo; though his behavior was a bit problematic, it was by no means horrendous; a tank … as thee couldst call it? As that implies, that man was the first in front with the abilities to protect everyone, purely a warrior who, no matter how one saw that man, was a man with more than enough strength jya.”

Fumu, but this is all past tense …

“And then something or other happened that caused him to be separated from the party, huh …”

Right, when I muttered that, Silver’s white eyebrows twitched slightly.

“This discussion is moving along quickly. It’s just as thee hast said, jyayo, that man becameth impudent jya.
‘You all are only able to fight because I’m handling the front,’ were like that man’s favorite words.
Certainly Mineself recognizes that man’s abilities; it’s thanks to that man that the amount of battles we are able to fight are unusually large.
Jyaga, but that man cannot fight alone; that is what that man has yet to realize.”

So saying he sadly let out a sigh, then gulped down his drink.

“Certainly it wasn’t anything like Mineself not supporting that man at all. Often while scolding that man jyaya, ‘It is not like Mineself does not know thy strength, but jyagano, conceit does no good,’ Mineself will say … but jyaga that man only sees it as the preaching of a fussy old man and doesn’t listen deno, and that man will just say, ‘Oi oi, you’re just scolding me, haven’t you had enough?’”

I see, it’s kind of like Silver has taken him in hand and is treating him like a grandchild na.
Right now I totally understand how that situation can come about … though I’m too old to be his grandchild.

“But despite the way things were, the party continued to stay together right? His behavior aside.”

I try to ask; I have yet to understand why I was called out for a discussion.

“That’s right jya, and the main part starts from here jyaga. This time’s event is involved with those cute children, the Fairies, isn’t it jyarou? Of course Mineself as well immediately went to contract with one jyagano … but you know, Grad

was the only one who failed jyayo, to make a contract.”

Mu, just like me huh … even if the stats say that there were 219 people who failed, this is the first time I’d directly heard of a(nother) failure dana. I probably just don’t have good human relations.

“Grad was furious; ‘Why did I fail, when everyone else succeeded!’ he would roar loudly … Naturally ourselves tried to encourage him while trying not to spoil the atmosphere jyaga, but it was counterproductive deno, and made Grad even angrier …
‘You guys can only say it because you succeeded!’ and the like …
And it was a mess …”

I haven’t met this man called Grad in person so I can’t really make a judgment on his character, but with everyone around him succeeding, and he’s the only one who can’t use what they can, I guess I can see why he’d get upset … his behavior aside I can at least understand the reason.
I understand the reason, but I probably wouldn’t lash out at everyone around me.

Now that I think about it…

“Silver-san, what about your spirit? I somehow get that you have one, but I can’t see its form.”

When I said that, Silver said, “Oo, Mineself had it hide its form jyattano; it’s fine to come out.” … while his voice was still resounding, the Fairy softly revealed it’s form.
… a Light … Valkyrie!? This is the first time I’ve seen such a clearly human-shaped Fairy!?

“As thee canst see, this child is Mineself’s partner, Mineself’s Fairy jyawai. To avoid standing out too much, normally she’s hidden jyayo. It’s a kind of thing that bends light like an optical camouflage.”

Looking like that, they’ll certainly stand out if she isn’t hidden; it’s obvious with that form.
I wonder if this isn’t the Fairy with the highest ranking status.
… no way.

“This may be extremely impolite, but could it be that this girl, from the start …?”

Because I sensed a connection I ask just to see.
“Yes, Mineself was able to contract with such an amazing child right away jyayo.
For Mineself to use words of comfort, he probably could only hear sarcasm …
For Mineself especially … it was truly a dire blunder jyatta.”

… With one breath Silver downed his drink.

“Grad became aggressive against Mineself. It became impossible to talk with him jyagano.
While it was just towards Mineself it would still have been fine, before he caused the other party members trouble it was still over-lookable. After all he’d been a member for such a long time jyakarano, if it were possible to end things peacefully, the relations could still be repaired jyaganou …”

“Now it’s not possible.” He murmured this sadly.
Silence settles in. Seeing her master worried, the Light Valkyrie softly touched Silver’s shoulder.
Silver only replied, “My apologies …” and then placed his hand on top of the hand the Light Valkyrie left on his shoulder.

“As one might expect, this matter became too large jya … and that man became too high-handed.
No matter how long thee have known each other, good manners are still necessary jya. After losing thy manners it is simply throwing a tantrum … that man felt only he had been left behind, that it was only himself who was isolated without any blessings, and in the end he began to verbally abuse those who tried to call out to him. For this Grad who up til now had been able to remain in the party … though Mineself did not wish for such an ending jyattaga, as the role of party leader was left to Mineself the responsibility was mine … and so Mineself forcefully expelled Grad from the party …”

Right there he let out a huge sigh.

“Grad left these final words, ‘You’d better remember this! I’ll make you regret it!’
Ourselves were unable to do anything else. If Mineself had tried a little more,

just a little more …
If Mineself had handled it more skillfully it wouldn't have come to this.
After that, in the Second Half Grad … he repeatedly PvPed like he had gone mad jya, and Mineself has heard the story that he is accompanied by a Dark Fairy clad in black flames like a fox spirit."

Uu-mu … My uneasy feelings when I previously worried about what would happen if someone in party failed to contract a Fairy seems to have been realized.
I'm not sure how much of Silver's story is factual, but it seems this Grad character has some faults too.
If Silver's story is correct, that is.

"I understand your story, but as it is, the reason you've established this Grad guy's character is?"

Silver bowed his head in agreement.

"Mineself still has responsibilities. Mineself has also been repeatedly participating in PvPs.
Mineself is trying to enter the last 16 people. Thee might understand if Mineself tried to avoid the connection Grad and Mineself have … jyakarano, but you know, meeting like this to exchange blows and scold him is something Mineself cannot ignore. This is the role of an old man jyate.
And there's something else; that man, Grad has been unreasonable forcing PvPs on those who bear the title of Fairy Seducer … he has decided to see them as his targets for revenge, perhaps.
Jyakara that's why Mineself has done all Mineself can do and gone about giving warnings jya … of course if thee wants to fight what comes out of my mouth has no meaning, but if thee wishes to preserve the title that thou has had until now … then thee wouldn't want to fight right jyarou?

"That's all," and Silver stood, to take his leave.

"Jyakara, like Mineself has said, though Mineself doesn't know what that man would say, thee should not get too involved with him.
… especially since thee is popular with Fairies. In order to get his revenge he will associate thee with them and try to call out to thee… the revenge has no

meaning what so ever, it's simply pointless jyawai."

I see … for now I'll take that advice and prepare myself.
Specifically coming to tell me in person instead of sending a mail means that it's a warning that he wanted me to hear as soon as possible.
It's not good to just swallow the story as is, but I don't sense anything that tells me he's trying to trick me.

"I'm grateful for your warning, thank you for taking your time."

Is the reply I returned; for now I can't say anything other than this.

"Then Mineself shall take mine leave. To thy good health."

With those parting words, Silver left together with his Light Valkyrie.
Oh boy, I'd like it if nothing happened, naa.
Maa, I should be thankful that I even got a warning beforehand.
Anyway it looks like I won't be able to put it out of mind until the end of the event.

SKILLS
[Hunting Bow]Lv38 **[Kicking Assault]**Lv5 **[Farsight]**Lv45
[Wind Magic]Lv43 **[Craftsmanship]**Lv43
[Cooking]Lv48 **[Stealth]**Lv32 **[Physical Ability Reinforcement]**Lv13
[Thief]Lv30 **[Whip]**Lv32

Reserved Skill(s)
[Blacksmithing]Lv25 **[Woodworking]**Lv24 **[Alchemy]**Lv35

ExP 16

A/N: A lot of talk … and no combat.
It's a plain story this time.

(PS)
This time, being clad in dark flames -> slave is not true;
It's just because it's a Dark Fairy that its fire is blackish (sweatdrop).
On top of that it's a "youko" fox spirit so it's clad in fox fire, but because of it's element it's all black.
It's misleading isn't it, I'm terribly sorry.
The descriptions aren't sufficient.

1. onushi – meaning “you”, used by old samurai.

<T/N: … this author’s notes, I swear. I’d consider just not translating them, but sometimes they’re interesting, and if I’m going to translate some of them, I should translate all of them …>

Dance of the Fairies Second Half, If You Want to Avoid PvP

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Dance of the Fairies Second Half, If You Want to Avoid PvP

Since I've already had Grampa Silver's warning, I've greatly reduced the time I spend in town.
Since PvP is done just about everywhere throughout the town.

Though it won't do to be careless, while in combat sending a PvP request is considered sabotage so even that guy called Grad won't be able to do it.
… With that, when I have to go into Nexia I have to be on my greatest alert or else.
I've got to be patient until the event ends; it's just a little more it seems.

Since I can't be in town then it should be fine if I go hunting, right? With that, it's been a while, but time to have fun going hunting.

Since everyone is largely getting involved with the PvP frenzy there are a lot of vacant hunting areas.
I head towards the hunting areas while lightly playing with all the Fairies.
There's quite a few that like riding on top of my head, na …
There's basically no weight; even if 100 of them rode on top there'd be no problem.
Am I a luggage rack … if I think too hard about it I'll lose.

Now then, this time my great prey is … Bear, that is, Bear-san de aru.
Formerly it was an opponent I had to fight together in a party with Zwei and co, but right now I'll challenge it; somehow or other I'll be able to defeat it if I strike first with a sneak-attack.

My supply of Bear meat is beginning to run low, and I'd like to have the pelt made into a cloak.
The defense power of the Werewolf Leather Set I'm using now is still on the high side, but even so it pales in comparison to Light Armor and Heavy Armor, and even that Light Armor and Heavy is fragile to attacks from behind.

Actually, there's the feeling that in reality even though armor boasts high defensive abilities from the front it's only so-so in the back.
No matter what it seems that the back's defenses tend to be lower.

For covering that up I'd like to debut a cloak made of thick pelts.
Aside from traditional courtesy, the other reason kings would chose to wear cloaks wasn't just to reveal their majesty, it was to protect against a sudden strike to the back.

Consequently the fluttery thin cloaks won't fulfill the role; it has to be that kind of thick mantle.
I absolutely don't want an accessory made just for looks.

Capitalizing on "One More's" gaming characteristics, there's a lot of different designs that the armor crafters will include just for elevating fashion.
Even so, as long as the defense capabilities are properly there it's a pointless story.
There are lots of player who pay attention to their appearance (of course both men and women) and a cloak is a place you can use to greatly assert your individuality.
There's good money to be made for the armor crafter mina-sans yo-there's that rumor going around.

———————————

Maa, in other words I'm Bear hunting.
This is really like fishing spots abandoned for lack of seabream, since there's almost no other opponents wanting to hunt.
Even the Fairies started to indicate that they wanted to let go soon since I was going to hunt.
The Fairies who indicated that soon came to leave.
Accidentally shooting the Fairies with a bow is something I really don't want to

do na.

Now then, as expected I'm making full use of <Stealth> and <Thief Step> to not be noticed.
Leisurely checking that there no other Bears simply prowling around, it's hunting time.
Set up the bow, draw the arrow to the limit … <Hawk Shot …>, and aiming between the eyebrows, shoot!
With the X-Bow, the forced compared to the past time has overall increased and mercilessly stuck the Bear between the brows, biting deep.
On shot was exactly 60%. Between the eyebrows is a narrow spot to have to hit, but since it's a sneak attack I can calmly aim; the me now doesn't find it too difficult.
From the time at the training grounds where the arrows fell short and dropped like rain, I've quite improved since then.

Raising a large roar with the feelings of furious rage accompanying its dash towards me was the Bear.
Certainly its body-frame is massive, and with the fast speed too it is quite intimidating.
But, the distance it needs to reach here is too far, na.
There's more than enough time to shoot a <Mirror Arrow> … at the declaration of the Art, shadow clones of myself appeared to the right and left and I set my aim; the target is the face, and if it hits, the eye.
I let the bear close the distance only a little, to avoid its convulsions …. and release the 3 arrows.
Dosu dosu zujya-! … all 3 hit the mark, and one of the clone arrows went and pierced through the eye.
The clone arrow that struck the weak point soon disappeared, but the damage has of course properly been done … though there's about a 20% subtraction correction.

With all the attacks done so far, it's no wonder that the Bear's movements have slowed.
To be on the safe side I fire a Wind Cutter at the eye opposite to the one the arrow stabbed.

Certainly the opponent that has its eyesight reduced will have its aiming ability reduced.
Though it appears to be cruel, in my armor if the Bear's claws scratch me once that's 30% down in an instant; if it was the neck or head that was hit … it's most likely instant death.
By no means do I have any sort of margin for error. Soundly weaken it to soundly take it out.
That is indispensable; if you get too full of yourself, even just for a moment, at that time you'll roll into a messy situation.
On top of that I use the whip and <Restrain> the Bear's forepaws; with this it won't be able to use its claws to make an attack for a while.
I must give the finishing blow before <Restrain> comes apart.

Because the arrow stabbed between the eyebrows will disappear, before it disappears, with the Blade Shoes equipped I purposefully use a kick to push the arrow through.
Like that, the points on the bottom of the foot called spikes are embedded with the kick, and if there was anyone around to hear it, they'd probably here a [GASU-!] sound.

However, with just this attack alone, it's not enough to give the final blow since the Bear's kind of a toughie.
Since the stereotype of a guy with a huge body having great physical strength is pretty close to reality, it can't be helped.
However, as expected of the attack, the Bear has crouched down; now all that's left is really the final blow.
Using <High Jump> I jump directly above the Bear.
Then, aiming at the crouching Bear's head, with a vertical drop I stabbed with a flying kick.
With this the Bear's HP was smashed into oblivion.

As expected, it wasn't like the time before when we fought the Wild Bear; by only taking one more hit to beat it, it can be considered a job well done and so I take a break.
I'm certainly breathing harder, and I'm conscious that my heartbeat is moving faster.

It really was close, huh. Choosing to go solo, you'll always be accompanied with this fear.
I've resigned myself to it; I say I've resigned myself to it but that fear won't reduce any. Since I'm fragile there's no helping that.
Even so this is how I do things. Doing things this way is good.

After that, I fought several more creatures. Several times I didn't evade and took the attacks.
One blow reduces my HP about 30%, and there was 1 time that made away with 70%; I seriously broke into a cold sweat then.
If I were to join a party there's no mistake I'd be in the rear guard; like this, if I was to face the monster in the front, it would be a poor decision in actual party combat so it can't be helped.

… Prejudice against the bow is still deeply engrained; as usual, if a party wants to recruit someone for ranged attacks it's the tendency to go with magic. With all the Arts I know up til now combined it's by no means weak, but getting a chance to show it off in front of people is …
While I'm thinking about that I withdraw; I've taken down several animals and needlessly continuing to hunt and getting a Death Penalty would be a foolish story to have, and with this one time of hunting you can't say that gathering the pelts for the cloak is not close to being finished.
Just going back and forth a few more times is enough.

On the way back, I relaxedly played with Fairies while I returned.
Of course it's while I'm utilizing the Thief Art <Danger Perception>.

SKILLS
[Hunting Bow]Lv41 ↑3UP
[Kicking Assault]Lv9 ↑4UP
[Farsight]Lv46 ↑1UP
[Wind Magic]Lv46 ↑3UP
[Craftsmanship]Lv43
[Cooking]Lv48
[Stealth]Lv35 ↑3UP
[Physical Ability Reinforcement]Lv12 ↑2UP
[Thief]Lv31 ↑1UP

[Whip]Lv32 ↑2UP

Reserved Skills

[Blacksmithing]Lv25

[Woodworking]Lv24

[Alchemy]Lv35

ExP 16

A/N: It's been a while since we've seen a battle, and the skills even LvUP-ed. I've also tried adding the numbers showing how much a skill increased.

<T/N: Thank you to **A.R.** from the US and **R.S.** for their donations!
I am a slow translator so I can't promise extra chapters or anything, so donations are purely a show of good will when able, and I appreciate it. It was kind of fitting since I actually do grab a $1.99 cup of coffee while translating. I don't know how to lower the price of the microtransaction, though, so I guess it's more like 'buy me a coffee and a half.'
As for the translation, I don't know why Physical Ability Reinforcement went down a level but is said to have gone up 2 levels in the skill writeup, and I triple-checked it, but that's really what was written down.
Also, the next chapter is an extra Valentines Day chapter. It's unfortunately out of season, and I'll try to hurry and get that out of the way, barring unforeseen incidents which seem to happen often recently.>

Extra Edition, Valentine Story

T/N: Announcement

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: Are you not going to write anything for Valentines?
For that request let's let Earth and the others answer.

Extra Edition, Valentine Story

Valentines, it is the day of the bonds of love.
A day for romance handed down since ancient times that overcomes the hardships to declare love.
… but when it came to Japan it became a day of chocolate wars.
Originally speaking it's supposed to be a day where men and women face each other to talk of love, but …

"It's been a while, so let's tell Valentine stories derouze?"

The one who suddenly brought it up was Zwei.
He's *garigari* noisily chewing on an Unrequited Love Chocolate that drops from the event monster, [Rap Choco Merry].
By the way, it seems the Mutual Love Chocolate is a very rare drop, and so all the couples in this world are stubbornly running all over in circles trying to get their hands on it.

"But you know, naa, I don't have any good memories to tell, and anyway I can't have chocolate."

Is what Earth replied.
There's been quite a few times where Earth's allergy has caused him some troubles.
As a result of misunderstandings, there've been cases where he got hated in the past.

“You can’t eat chocolate!? Uu-n, if you’re allergic there’s nothing you can do though …”

That response was Rona. Conversely, chocolate is her absolute favorite.
The reason she doesn’t eat it often is because she’s restraining herself somehow due to “weight”.

“Recently you know, ‘who you gave chocolates to’ talks are usually discussions that appear between women.”

Over here is Reiji. In ‘Real” he’s quite the popular fellow.
However he’s good at taking care of people, so in ‘Real’ the dark jealousy over his looks largely doesn’t exist.

“That’s true nee. For me, this year the men I gifted are my dad, just about desune~”

Said Milly. That girl is part of the easy-going types and is strangely popular among the same gender.
Like how her smiles are without ill intent and heal you.
… When Milly is seriously mad, within that smiling face it seems you can see a dragon.
By the way, Zwei saw it once. He won’t tell you the reason though.

“Maa, even a competition between who received the most chocolates won’t really happen among us desune.”

Said Kagamine. He’s the type who will get several consistent obligation chocolates.
Because he doesn’t look like the type to refuse, he looks like it’d be easy to hand them over.
And since he doesn’t look like he’d refuse, there’s probably some serious people who got through with a “Let’s do it too~” and mixed in.

“What, you’re all a bunch of wimps? Wouldn’t going for it with some more guts be fine?”

Nora seems to be displeased. For such an energetic girl, the contents of this rather tame discussion has become boring.
For her, she probably targeted the guys because she couldn’t run away.

In all sorts of ways, da.

“Theen Nora, give me some choco, of course serious ones♪”

It goes without a saying that Zwei said that. You could call him a challenger.

“Sure, then let me give you one serious Dagger and Water Magic-flavored present♪”

With that statement, in the Guild Area a PvP began.
There’s nothing else to be said about this ruckus; it’s now an expected part of the scenery.
You might say that if you can fight it means your relationship is good, but at that moment Earth suddenly said,
“If it’s friends it’s fine ne~, but looks like becoming lovers is refused na”
and cut him down in one stroke; how pitiful, Zwei.

With Zwei’s form getting beat up by Nora as an accompaniment, the other members are munching on Earth’s cooking when, suddenly, Milly began to talk.

“Does anyone have a lover? Whether here or in “Real” is fine desukedo~”

In an instant the field became quiet. (With Zwei and Nora in PvP, you can’t hear them.)

“None na, looks like I’m already tired of love.”

The one who fired the first shot was Earth. And the continuation …

“None naa.” “There’s none for me ne.”

Are what Rona and Kagamine followed up with.

“I do … did you want details?”

Reiji absent-mindedly admitted. As Earth and Kagamine watched, Rona and Milly’s eyes changed color. Aa, a woman who won’t devour a love story, there’s probably none.
Against the all too furious pursuit, the normally composed Reiji became quite fidgety and Earth and Kagamine really didn’t want to cut in.

Whatever you say, not only does he have a lover in “Real”, he’s also playing around in “One More”.

No doubt hoping to be excused from any more than this about “Real”, Reiji, who started to sweat, let out a tired voice; aa, this is very tiring.

“Zwei and Nora are … before talking about love, right now they’re basically frenemies ne?”

Earth let his own thoughts spill out.
With the result of the PvP, the heavy-armor with considerable defense wearing Zwei was easily beaten up by the Nora who now floated a smile on her face that she hadn’t had until now.
It was as if to say that she had refreshed herself … as always, Zwei, so pitiful.
Maa, even this is the path Zwei must walk.
The Guild Master is also the guild’s punchline.
Whether it’s dishonorable or not, it’s something that has been set in stone.
The GuildMas’ charisma is something that can easily fall de aru.

“What were we talking about?”

To Nora she heard the response, “Whether or not you have a lover ~ that kind of confessional.”

“You probably already know but for me there’s also no special lover around naa. It’s not like I don’t want one though ne~”

She said with a cat … no, an intimidation like a tiger’s.
As expected of Zwei, even with this intimidation he can still play the fool …

“Then, I’m announcing my candidacy ze! And it’s perfectly Valentines! A perfect day for love confessions, Nora♪”

… well, Zwei is this kind of guy.
The type that has the drive to go for every flag triggered for jokes.
… but even so, even this kind of guy probably wants to get his hands on true love.

Well, that times not [now].

For the second time PvP began under the name of punishment time and the other members completely ignored it.
Having recently acquired Whip, Nora brought it out and one-sidedly beat up Zwei.

As expected they won’t get any further than friends who fight, those two.
Even so this is still fun; for the people watching it’s fun naa.

“Having a carefree talk like this once in a while isn’t too bad.”

Earth said with a sigh; to that murmur …

“Earth, you’re like an old man yo~?”

Is the punchline Rona harshly threw in.
For the Earth who started to play “One More” because he didn’t want his heart to grow old at least, it was a Critical Hit.
The depressed Earth is in the orz pose. And patting him on the head, as if he were a child, was Milly.
Quite the strange sight it’s become.

Since it’s gotten late in the evening it about time to disband; because it had been a while since they’ve met, they took screenshots and then disbanded.

Like this, because it was a casual, ordinary day, it was actually the most important thing to do.
Even though they aren’t aware of it, being able to spend time with comrades makes all of them fortunate people.
Like since they’ve been PvPing themselves to a pulp, da.
—
A/N: Since it’s an Extra Edition there is no Skill Writeup.
And so this is a story that has no relation to the original
I wonder of this bit of drivel responds to the request?

<T/N: Well, it turned out to be more entertaining than I thought, and it was mostly dialogue which is easier for me to translate, so I won’t complain about this extra edition.>

Dance of the Fairies Second Half, Crafting during the Event

<T/N: I forgot to thank the people who post the updates on Reddit in the last announcement! So, thanks people who do that!>
Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: After a long time it's crafting action.

Dance of the Fairies Second Half, Crafting during the Event

"Heave, ho! Heave, ho-!"

Right now I'm in the middle of mining the tunnel-mines in the area around the second town, Nexia.
My goals are the two, Steel and Light Metal; there's a lot of prototypes I want to try making using these two ores.

"Heave, ho! Heave, ho!"

While raising my voice, I'm "heave-ho-ing" a pickaxe.
If I don't properly swing it to hit at the right speed, the ores won't be dug out.
The people around me, all in the same trade, may all be using different yells to psyche themselves up, but they're yelling while excavating.
While mining it's easier to get the timing down while letting out your voice noda.

Within this particular mine, fire is particularly prohibited; why?
Gakin! With that welcome sound the ores that came out are a few Light Metals, a few Silvers, … and

"Nge!? Everyone watch out! I've struck Exploding Ore!"

It's because of these Exploding Ores.

Where you excavate it is random and it's quite the pain with its special characteristic.
When hit with a certain amount of impact or applied heat, it lets off a huge explosion; a kind of natural bomb.
Before you dig it out there's no problem, but once it's dug up it the characteristics take effect.
With a careless impact it will become a dangerous existence.
Calm down and so-ftly store it in the Item Box.
As for the pickaxe it's doing its job in the ground; can't let the worst case happen.

"Ok everyone, the explosive has been retrieved, sorry yo-"

I say. The surrounding tension slowly eases.
As for why everyone got so tense … it's because when it was first found in this tunnel, with an enthusiastic "It's all you can mine da!" a blacksmith in the same trade was enthusiastically mining when he struck Exploding Ore; he carelessly tried it out by hitting it while it was still in the ground, it lit up and dragged everyone in the area into the huge explosion that erupted … it was a mass exodus back to the resurrection point.
Since that explosive incident happened, if you hit Exploding Ore you absolutely have to report to everyone around.
It's to get everyone around's cooperation to avoid hitting it.

… At any rate, I've somehow or other got some Steel and Light Metal so I'll withdraw from the excavations.
As of now, the Exploding Ore is most popularly stuffed in a bag and used as a pseudo-grenade, though the handling is quite difficult. It's easy to blow yourself up noda.
That there are people who use it despite that is an MMO characteristic; I've heard the rumor that they're being called "Bomb Master"s.

———————————

When I returned from Nexia to Faust, I headed to the Forge.
There's a Forge in Nexia too, but I have a lot of acquaintances at this Forge here, so it's also a countermeasure against Grad.
Thief skill's Danger Perception has been registering a single constant reaction.

Since it's pretty suspicious, I set it to always be on caution.

"O, Boss[1], good evening~"

I call out to the player who, for some reason, is always in Faust's Forge; of course his player name is actually different, but just about everyone calls him "Boss" like that, to show him respect since he's the Top Player among the blacksmiths.
Think about a guy who's the spitting image of a brawny, muscular blacksmith. That's basically the Boss' look.

"Oo, if it isn't Earth. Did you come to make more weird things?"

To some degree, I'm more recognizable than Boss due to the occasions where I made weird weapons.
It might be redundant, but Boss' Fairy is a Fire salamander; truly a blacksmith's Fairy.
For the most part, blacksmith players choose Fire Fairies.
It's because they're Fairies who give support in regulating the fire when making ingots out of ores and when making equipment out of ingots.
Furthermore, that trait is more than enough for the Fairies of players who made blacksmithing their occupation and have no interest in PvP. Rather than PvP, it's way better to use your hammer to hit iron; there's a lot of people who hold that popular thought.

"Weird things 'te … that's a mean way to say it."

As I mutter that, Boss "Gahahahaha" laughs heartily.
That laugh really suits him well … it's 'cause he's the Boss.

I took my leave from Boss, who was saying, "Maa, do your best," and began my work.
What I'm making this time is a new arrowhead and a metal whip.

I wonder if you know about the thing called the twisted dagger.
If you don't know about it, then if you search for it you'll find it immediately.
<T/N: Jagdkommando Tri-Dagger>
The blade isn't in a straight line; twisted like a screw, it's a knife that easily gouges.

To begin with, for the most part knives and daggers, and others of the short-blade variety, aren't meant for deep slashing,
But are more like blades for stabbing.
Along with that, you could also say that the idea behind an arrowhead is largely the same for stabbing.
Arrows are sent flying out, but when the opponent is stabbed with the arrow it's about the same.

And so, since my Blacksmith level has risen and I've obtained Steel ores, I thought to try and challenge myself …after making the ore into ingots I prepare to make the arrowhead's shape.
But here it became a difficult problem; I couldn't produce a good twisted shape.
Over and over again, no matter how many I tried to beat into shape I failed repeatedly.
Thanks to that my skill rose, but man, I can't be happy about it because of all the materials I wasted.

After a long time wrestling with it, I somehow made the thing.
It's many times harder to make than a regular arrowhead … all that's left is to attach it to the tip of a Wooden Arrow to finish it.

—

Twist Arrow

Atk+15, Increased Penetration Ability,
Low Probability of Inflicting Bleed
With a modified arrowhead, an arrow that has taken up a twisted shape that pierces easily; it costs a large amount of labor to make.
Furthermore, with its twisted point, after stabbing it will gouge in, inflicting a large wound on the opponent with a possibility of inflicting the Bad Status, Bleed; Bleed will reduce the opponent's HP in fixed intervals.
Quality 5
—

A Quality 5 is pretty harsh, and since the steel consumption is pretty steep it'd be tough to mass produce, but on the other hand the damage is huge, and the arrow itself has the ability to inflict a Bad Status.
If I can make these my main force, it would be quite reassuring na.

Before the event's over, I should spend a while tempering Woodworking and Blacksmithing, I guess.

Anyway, achieving the shape of the arrowhead is good enough for now.
The next is the whip huh … to make it mainly out of metal is completely incompatible for the weapon, but Light Metal has qualities that can make it possible.
Refined Light Metal is light-weight and bends like bamboo, but even with that it's has the metal's durability; it's a weird metal that's used for the connecting and joining parts of Light Armor and Heavy Armor, improving armor quality, and a metal that reduces weight.
That flexibility is the main reason to use it to tailor a whip.

First is making the whip's base. In order to achieve the necessary length,
It was adjusted by pounding and pulling on the Light Metal Ingot; it slowly stretched.
I have to take care to make it uniform; with my perseverance it stretches well.
I repeatedly heated it and stretched it, heated it and stretched it.
In the end, what I'm making now has been stretched to the same length as a leather whip.

Since, up until now, it's just a whip made of Light Metal, from hereon I'll be adding onto it.
I begin to reduce thin, fish-scale-like triangle shaped things.
With these thin, triangular blades like fish scales, I attach them above and below to the Light Metal whip I just made.
After doing that, a whip with an array of jagged blades is completed.
When restraining a monster, it's whip where these jagged blades are expected to bite in.
I weld them by heating, then tapping it to unify them.
Just when my arm was beginning to hurt from hitting and hitting, it was finally completed.
I made it on a whim; didn't think it would be something that took so much time and labor.

—

Triangle Blade・Whip

Atk +18
When restraining an opponent, there is additional ongoing damage.

A brutal whip with countless thin, fish-scale like triangular blades attached. When restraining, those blades will inflict wounds when tightened around the poor victim.

Quality 6
—

The Atk didn't go up that much, naa. It has to be because it's Light Metal.
But, in the first place, a Steel whip would never work.
It's unavoidable; it's pretty good if you just treat it like a sub-weapon.
I use it a little in an area without people around to check it.
… Even though I say it's light, it's still metal after all; it's a bit heavy.
With the inertia, the feeling I get when swinging it around isn't bad.
It's just, maa, no matter how you look at it, you can't shake the fact that it makes me look like a [Villainous Overseer].
To make it clear right now, compromises have to be taken.
All that's left is to figure out the problematic parts when using it and improvement … speaking of improvement I haven't tampered with Blade Shoes yet … the form they will take still needs to come to me.

Maa, it's not something to do today.
It's gotten quite late, so I say goodbye to Boss and Log Out.
In the end, that suspicious blip never disappeared from <Danger Perception>'s range.
I guess it's good that I can tell I'm being targetted…

SKILLS
[Hunting Bow]Lv41
[Kicking Assault]Lv9
[Farsight]Lv46
[Wind Magic]Lv46
[Craftsmanship]Lv45 ↑2UP
[Blacksmithing]Lv30 ↑5UP
[Stealth]Lv35
[Physical Ability Reinforcement]Lv14 ↑2UP

[Thief]Lv31
[Woodworking]Lv24 ↑2UP

Reserved Skills
[Alchemy]Lv35
[Cooking]Lv48
[Whip]Lv32

ExP 18

a/n: And so, a new arrow, a new whip, and a comrade have come into the story.
The whip is rather nasty…

---

1. oyakata – It's usually translated as "master", and in this case would insinuate "master of the forge", but because most people would mistake "master" in this case with "sishou", as if he was Earth's teacher/master in blacksmithing, I translated it as "Boss" instead.

Dance of the Fairies Second Half, Crafting during the Event #2

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n: Next is the Support Equipment.

Dance of the Fairies Second Half, Crafting during the Event #2

In the mean time, I have successfully completed a new arrowhead and, imitating a whip that was sold in NPC stores, a new whip.
And now I'm holed up in the Compounding Lab.
I'm there to make Uncommon Potions and a quality above, Rare Potions, and also for one other goal. That goal is … a thick oil.

Previously while excavating in the mine, I managed to get my hands on some Exploding Ore, but the way most people handle it by stuffing it in a bag and throwing, is a feat of strength that my STR would find impossible to do.
… From then up til now I haven't explained it, but in this game the stats that you can see are only HP and MP.
Even so, not knowing at all what stats I have, there's no way I want to try it out.
Actually I tried the Exploding Ore in a bag thing once, and I could lift if, but throwing it was out of the question, so in a way I did try it out.
To the bitter end, the STR that I can display definitely doesn't exceed the typical.

Despite that, the destructive power of the explosion from the Exploding Ore is very attractive.
Whatever you say, slamming a portion as large as a fist into the ground near a Rock Ant, which previously gave me a hard time, has the power to send it blasting off in an instant.
The chance to blow yourself up with it as extremely high; if you don't throw it far

enough, you'll take collateral damage.
Truly a textbook high-risk high-return item.

And so I thought about it; if I mix finely ground Exploding Oil into sticky, very flame-resistant oil, I can put that into a bottle.
Then, to use it, smash the bottle to make the Exploding Ore explode -> the oil will burst into flame. It will be the greatest oi … cough cough.
If I get any more excited than this it'll be bad.

With the Exploding Oil dug out, now I need a sticky oil with the characteristics of being
Hard to ignite but quick to burst into flame once it catches fire; if I can compound it, the item will be as good as done.
An item that flashily bursts into flame isn't something that originally suits my style, but if I run into several dungeon monsters that are locked together with Link, I'm thinking that a throw-able item that blows them all up would make it a quick and decisive item.
I fully expect it to become one of my trump cards.

Now then, the critical point is the oil … but I've decided that I'll have to reproduce what they call B-Heavy Oil in real-life. I've decided that it's impossible to use the oil the NPCs sell as is, which will catch fire with just a little heat and trigger the Exploding Ore; I can use it as a base, but it won't be anything more than a carrier fluid[1] since I'd have to put additional effort in to purify it to get heavy oil.
Are? Isn't this a pretty unreasonable demand …?

But I've already got on the boat; giving up is not an option.
For that reason I gather together all sorts of ores, medicinal plants, and other things with adhesive properties that can be used as raw materials; I can only try …
Anyway, because of Alchemy I have Compounding to use.
To make the composition be finely ground, the medicinal plants … I say that, but there's poisonous ones too, but those as well are first dried and then prepared by being ground; one by one they're compounded.
There's probably no other player who's needed to try and make heavy oil, so it's truly trial by error. I'm confirming things on the Wiki for the time being, but

there’s no introduction for the oil the NPCs sell, and here I also haven’t had a chance to produce anything.

———————

30 minutes at it and there’s numerous failed works, or as you can call it, a mountain of trash appeared.
Well, I do have the compatibility data as a result.

First off, the combinations with ores resulted in complete annihilation of materials after all.
I had thought the chance would be low, but at least it looks like the Exploding Ore really will still retain its abilities, at the moment.

Next are the medicinal plants; these were more or less “hits”. Sloth Grass[2] is especially promising.
If eaten you’ll become slow, so it’s quite the dangerous poisonous plant, but that slow-inflicting poisonous quality, when mixed with oil, produces a moderate stickiness.

The thing I need to do for the stickiness is that, though it’s there, it isn’t quite sticky enough, but there is a glue-imitation material that exists in this world.
Or like, I don’t have any hopes other than this.
Mixing the glue-imitation into the oil as well increases the stickiness.

At this point, I need to adjust the ignition resistance of the oil with both Sloth Grass and the glue-imitation.
From here it’s quite the painful road; I have to beat out the proper compounding ratio.
For the unscientific me to face a mountain of test-tube like bottles, repeatedly compounding, my form probably looks way too funny.

Compound > experiment > analyze … while repeating it I don’t know how many times, after 1 hour passed I manage to come out with 3 different compounding ratio candidates. I have a headache; doing work
I don’t normally do makes the part of my brain that I don’t normally use hurt.
But just a little more … I gather myself with this feeling to switch to the final test.

Now I should be checking which oil is most suitable with its stickiness and

ignition resistance, but in actuality, after I broke the Exploding Ore into small fragments and put them into the bottles with the oil,
I lightly threw a bottle at the ground, and when it broke it didn't explode or catch fire; a failure.
The Exploding Ore was broken into small pieces by carefully whittling away at it.

I lightly crack parts that won't explode by finely stabbing them.
With what I have being ores, I mix in iron and steel specks for an inert portion, similar to exploding gunpowder's non-explosive bits.
Since they're inert, I take a pick to the ores to break them into tiny pieces.
I did all of this once, but if the product is finished without all this work, it would be terrifying to use, so I fought through this operation. I don't want to do this over and over.

The shape of the bottle I'm using is a flask with round bottom; I pour enough oil in to just fill the round part, then add in the finely broken fragments of Exploding Ore and swirl lightly to mix.
The 3 types of exploding oil are finished with this; would they be Explosion Potions?
If it classifies as a potion anyway.

———————————

Alright, now it's experiment time.
I've come to the Field next to the town just to try actually using it.
… The point that I had gotten used to being wary of is currently not registering in Thief's <Danger Perception>.
Since I've been using it while in town, Thief Skill that doesn't involve stealing has somehow gone up naa.

Going back to the subject, first off I lightly toss Candidate A's oil bottle.
I didn't slam it to the ground; it was a light toss, like one that's accompanied with a [poi-!] sound effect.
And then Crash! when it shattered … flames didn't happen, it's a failure.
I had taken a few steps away from the small area the Exploding Ore oil had spread to after striking it because of explosions and flames; the oil soon disappeared.
Ignite in a moment and disappeared in a moment; these were also prerequisites.

The reason is simple; for the line of fire, keeping the time the field of vision is clouded short is necessary.

Continuing is Candidate B's oil; the throwing method is the same.
When it shattered on the ground with a Crash! sound, KABOOOM! Was the large sound that followed immediately after;
The me who hadn't taken my distance was also mixed in and blown away.
It's got power and a half … when I hit the ground, I dazedly thought that this one is also a failure.

Just to try it once, I try putting the bottle on the ground, getting far away, and using the bow and arrow to break through the bottle.
When I did that, the fires engulfed an area of several meters.

… This is way too dangerous to be a hand-thrown item.
Because magic, for some reason, isn't hot outside of its area of effect, the explosive-type Fire Magic can still be used in dungeons, but this oil's blast is more terrible.
If this oil is exploded in a dungeon, there's no doubt it will be a suicide bombing!
… well, if I think that I can use it as a last chance struggle, there's a way to use it.
It won't be a bad idea to keep a few of them in my bag …
I'm going to nickname it "Hell's Main Oil" …[3]

Lastly, I pull out Candidate C's oil. If this fails, today's results will be surprisingly low … while praying for it to work, I throw it at the ground.
As the third Crash! sounds, a Woosh! sound occurs along with a pillar of fire flaring up.
Oo… this is it, this is basically the finished form I was looking for in the completed product …!
Fire power, range, burning time, I have just about no complaints with any of them. Later
I'll just need to finetune the details …

At this point I leave it at that; it's already about time to enter an inn in town to Log out, and also about time to change, spread out the futon, and go to sleep in "Real".
And the next day's play time will be finally succeeding my goal and completing

the Enhanced Oil.

—

Enhanced Oil

When thrown, it will explode and burst into a pillar of fire.
Because there's barely any oil, the burning time is short.
However, anything within the fire's area of effect will sustain large amounts of damage as well as heavy burns.

Quality 4 Inflicts the Bad Status, Burn

—

Enhanced Oil? (**Hell's Main Oil** with Earth's naming sense)

An explosive with an overly large area of effect, it's a dangerous oil that will blow up even the thrower.
To effectively use it, it would probably be better to set it up as a trap.

Quality 3 Wide-ranged explosion.

SKILLS
[Hunting Bow]Lv41
[Kicking Assault]Lv9
[Farsight]Lv46
[Wind Magic]Lv46
[Craftsmanship]Lv45 ↑1UP
[Alchemy]Lv40 ↑5UP
[Stealth]Lv35
[Physical Ability Reinforcement]Lv14
[Thief]Lv32 ↑1UP
[Whip]Lv32

Reserved Skills
[Woodworking]Lv26
[Cooking]Lv48
[Blacksmithing]Lv30

ExP 18

A/N: And so, 1 of the trump cards, the Explosive Oil, is finished.

It looks like it'll be preciously used.

By the way, Bleed -> continued HP damage; Burn -> continuous small HP&MP Damage.
If you just want to shave of HP Bleed is superior, but Burn is better against monsters that specialize in magic.

(Added Part)
The part when he broke apart the Exploding Ore was added.

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1. just another material – stated this way in English, it's not as apparent what he means. He's saying that the oil sold by the NPCs doesn't have any of the characteristics he wants so it will only end up being the base/carrier fluid.
2. donsokusou – literally "slow leg grass", with "slow leg" meaning sluggish movements in general … I tried to make it more "herbal" sounding, so sloth grass.
3. hell main oil – I'm never too sure what they're going for with katakana and English named goods … changed it to Hell's Main Oil, to emphasize the comedic effect in English.

<T/n: I'm not good with chemistry and I didn't put in the effort to research explosives this time, so I have no idea if it was important for him to put noncombustible bits of iron and silver in it. My gut reaction is to assume it's for shrapnel, but he seems to be discussing a chemical reaction…
I didn't think gunpowder had noncombustible parts; it would normally just consist of fuels and oxidizers … maybe. Bah. I don't know. I should stop trying to explain it when I clearly don't know what I'm talking about, lol.

Don't ask why Craftsmanship stayed at 45 but went up a level.>

Dance of the Fairies Second Half, The Last Dance is Coming

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: At long last we can see the end of the Fairy scenario.
However, it's not like I'm dragging it out, but the actual ending is still further ahead.
I am terribly sorry.

So, for those who say it's been too long, it'll be soon that I push the button to go back to the usual.

Dance of the Fairies Second Half, The Last Dance is Coming

With the new arrows, whip, and now the Enhanced Oil, in order to raise the skill levels in real combat, I've been repeatedly fighting Bears for the past 2 days.
And then it was Thursday PM, around 10 o'clock.

————————————

Currently, to the players who are enjoying "One More *Free Life* Online," we have an announcement to make.

This point in time marks the end of Fairy PvP, and the period to increase your count of victories has ended.[1]
Once again, the period to increase your count of victories has ended.

We will now begin tallying the results and tomorrow, Friday, at 7 PM, the 16 players who will take the stage in the final Tournament will be announced.

The details have been added as a new entry to the Official Homepage.
Please check there for more information.

I repeat …

———————————

I see, so this event is finally close to ending.
So we're at endgame huh … I wonder if Zwei and company made it or not … I had heard reports that they'd tried their best.
Well, thanks to that we weren't able to meet up.

And then, above that, there's Grandpa Silver and Grad's discord.
There's probably no mistake that those two have entered into the 16 people ranks.
If Grandpa Silver had a chance to talk it out, then it would be for the better …
Even if I think that, I know there's no helping things.

… Since the Hunting Bow and Wind Magic skills just need a little more to get to Lv50, right now I don't have concentration to spare. That red warning point isn't there anymore either.

———————————

And now I've hunted about 3 Bears; pelt and meat have been secured.
It looks like I'll have the amount of pelts needed to make a cloak pretty soon.
Of course I could have just used money alone to pay for the production request, but it can be quite expensive; a material cost + production cost + labor cost combo is a situation I just can't manage na, it's an amount I can't obtain by my own power.

And now I'm fighting 4 of them; they're all being pulled in to be defeated.
I'm shooting them with arrows, snagging them with the whip's blades, kicking them towards the sky, and whole-roasting them with the oil.
Damage done with whip's Restrain damage has been added to; one hit of the oil with the high-unit cost is highly destructive, and it reduces the hunting time overall.
It would be bad if I became reliant on the oil naa…
A decisive Wind Cutter will put an end to it.

At the moment when that decisive Wind Cutter pierced through and dealt the final blow, an Information Notification came.

『Your Hunting Bow and Wind Magic have both achieved Lv50.
Thereby, you now have the option to evolve Bow and Wind Magic by combining them to become the skill WindBlown Bow[2]; in the case in which you exchange your skills for WindBlown Bow, your ability to learn higher level Arts for Hunting Bow and Wind Magic will be disabled, and the Skill Trees of Bow and Wind Magic will be completely erased. It will be impossible to revoke this action once you've made it.
Also, the Arts and Magic you have learned up until now will not be erased.』

… fumu, so this is the weapons and magic element technique thing that's on the Wiki.
It's not like I don't have any interest in the higher orders of Wind Magic … however.
To the end, I mainly use magic as support; just because I know some higher levels of magic
Doesn't mean I'll get the firepower to go with it, nee.
Let's go on ahead and do the Elemental Martial Arts; I believe in the good compatibility between the bow and the wind.

It's just, the necessary EXP is a hefty 10 points. With Hunting Bow and Wind Magic getting to 50, the EXP did increase by 6 points, but then I'll still have an expenditure of 4 points, huh … well it's a necessary expense.

In conclusion, with those thoughts I selected YES. The Info gave the warning,
[It is absolutely impossible to reverse this action! Is that alright?]
… how considerate naa; since I didn't make a mistake, I press YES once more.
[Hunting Bow and Wind Magic have been erased and changed to the WindBlown Hunting Bow Skill.]
Is the Information that appeared; a new Bow Skill has been registered there.

Also, the time when Hunting Bow reached 50, a new Arts was registered.
The Arts name is <Gatling Arrow>. It's a technique for throwing arrows into the air and then rapid firing them as they fall; isn't this an acrobatic skill? It's an Art I have that kind of misgivings about.
It seems that the aim could go kind of wild naa; it will probably be something that's hard to use.

At the time when Wind Magic reached the last 50, I learned a new magic art as well.
Along with that, there's a magic art I learned at Wind Magic 40 that I have absolutely never had a chance to use that I also need to confirm.

First is <Tornado> from Lv40; it's a magic that produces a tornado with me in the center, but I don't have much of a good compatibility with it naa; the aria is also long, so it can't even serve as a spur of a moment defense magic against long-range weapons; it really has limited uses.

Next is <Fly> from Lv50, it's truly using magic with blessings from the wind. Using the wind as your backing you can jump even higher, or you can glide a little in the air.
This one looks like it as a lot of beneficial uses of all sorts; it's the key to being able to use Bow Arts while airborne.

And now the crucial Wind-Blown Hunting Arrow Skill's new Arts, <Wide Arrow>.
It's a bow technique that produces several wind arrows beside the main arrow that spread out in a fan shape…
With this, together with the oil, I've gained many different means of attack.

When test shooting, I get that the wind arrows that manifest next to the arrow I shot spread out in a fan-shape, but right now there are only 2 arrows that manifest and it can only become a 3-Way shot.
This is probably the type that will increase the numbers as the Skill level rises.

And so hunting draws to a close.
I head back to the town, hand the Bear pelts over to a leather armor craftsman, and make the cloak commission.
After that I only cook and log out.

———————

And on Friday, within the 16 names that were announced, Zwei and the others' names weren't on it, but I found Silver and Grad's names.
At the lowest requirement, the announcement said, the top 16 people were those with the top winning percentages with a total combat amount of at least 50 PvP, but compared to the other 14 people had a winning percentage of about

55-60%, these two (t/n: Silver and Grad) are overkill monsters who both had a total of over 200 total combat sessions with over 80% winning percentages.

The blocks are divided as A B C D, those 4 blocks; it's the type of tournament where you win and advance along the chart as posted.
Grad is in A Block and Silver is in D Block; on the forums they're predicting that these two will probably end up fighting against each other in the finals … it's very likely that it'll end up like that.

SKILLS
[WindBlown Hunting Bow]Lv1 NEW!
[Kicking Assault]Lv12 ↑3UP
[Farsight]Lv47 ↑1UP
[Craftsmanship]Lv45
[Cooking]Lv49 ↑1UP
[Alchemy]Lv40
[Stealth]Lv37 ↑2UP
[Physical Ability Reinforcement]Lv16 ↑2UP
[Thief]Lv33 ↑1UP
[Whip]Lv34 ↑2UP

Reserved Skills
[Woodworking]Lv26 **[Blacksmithing]Lv30**

A/N: Earth has obtained a new skill.
And the entire Event has reached its final phase.

We've finally made it this far.
Even so, we still can't see the end.

(PS)
Added WindBlown Hunting Bow's explanation.

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1. **yousei pvp ni okeru senseki no count o shuuryoushimasu.- The count for Fairy PvP is ended. I mussed with this more than I feel comfortable, but I was translating for formal speech AND to get the meaning of "you can't**

add anymore PvP victories anymore 'cause we're done" without letting people mistake it for the meaning "we have finished counting up the Fairy PvPs", all the while trying to keep most of the same word choices. I agree that I have kind of departed a bit from the literal, but I like the result so I'll just drop a line here to tell people what I did.

2. **Fuujin yumi – Bow of Worldly Desires. Argh, there is NO good way to translate this skill and keep the pun *tear*. With the kanji for "wind" "dust" and "bow", with "wind" and "dust" meaning either "windblown dust" or "worldly desires," … there's only so much I can do. Since it's a skill, regretfully I translated it more literally.**

<T/N: Waaah, last stretch! 5 more chapters and then a sequel and the Fairy arc is more or less over. I can see the light at the end of the tunnel! *dies*
btw, I made a mistake last chap, blacksmith was at Lv30.
And thank you GB for your donation! :)>

Dance of the Fairies Second Half, Last Dance

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: The Second Half that's gone on so long is now …?

Dance of the Fairies Second Half, Last Dance

At long last Saturday's tournament is about to begin.
There's so many players who assembled that you can't help thinking that just about all of "One More"'s players have come.
Since this tournament is the event's final flourish, the turnout is in no way half-assed.

After a short time the tournament begins, and the contestants entered, then stood in a line.
The Game Master responsible for the event announced the tournament's opening.
That single announcement riled up the venue. After all that's happened, everything's going to end.

Looks like I was extremely fortunate when it comes to watching this event.
After all, being able to take a spot in the front row was a success anyhow.
And there's one more thing I was wondering about, so I use the Farsight Skill to survey the assembly.

… Fairy Seducer; I found two people who bear that title.
People like me … exist.

————————————————————

And the tournament began.
There were a lot of matches that made your palms sweat; an impressive amount …
The ones that showed strength far surpassing the rest of the group are, as

expected, Silver and Grad.
The players who were their opponents were by no means weak.
In fact, if I fought against any of the players who made it into this tournament, I wonder if I'd be able to pick up even 1 win out of 10 fights…
Any with about that kind of difference, there's still a difference from those two that isn't funny.

And then, there's something else that's still bothering me; the Fairies of the players who were victorious in the tournament had particles of light flying towards them from the loser's Fairy.
I wonder if that has some sort of meaning …?

Now then, the tournament's participating contestants, who were people with high player skills, were overwhelmed by both Silver and Grad.
At the time when either won, they had over 80% of their HP left still; a complete victory.
Their combat opponents were unable to wield the battle techniques they wanted; I totally understand.
They shake up their opponent, to be on the safe side, and then judge when to deliver the ultimate attack to end it.
The opponent players are completely swallowed by them.

And the two Fairies are a Light Valkyrie and a Dark Fox Spirit.
These two Fairies perfectly support their own masters.
Without a moment's delay, when their masters force open a gap, they'll immediately break through with an attack.
They perfectly negate the opponents' Fairies' attacks and counter them.
I wonder how much they had to fight to get to that strength …

And the tournament continued without any big problems; now we're facing the Finals.
The Finals is as expected, exactly like the speculations, the Silver and Grad pair.

———————————————————

"At long last we meet nou, Grad yo."

Right before the Finals began, Silver Ojiichan began talking like that.

"Tch, you're a persistent old man … you got something else to say?"

In the middle of the pair's conversation, the Countdown to the Finals was going.

10.

"Something Mineself wants to say Mineself does not have, but still Mineself must remonstrate you nou."

9.

"In the end it's a lecture after all?"

8.

"Mineself is done with the lectures."

7.

"Hee, then what are you going to do?"

6.

"Punish thee with a beating jya!"
And together with those words, Silver Ojiichan lifts his two-handed axe and enters a perfect battle ready stance. You can see the power being slowly put in.

5.

"… interesting; you think you can actually do it?"
Grad also prepares his one-handed sword and shield and enters a battle ready stance.

4.

After that both of them stare each other down, so that when the Count ends … they can immediately make their moves.

3.

The two Fairies also perfectly enter battle stances; both of their strengths are understood, and both sides' Fairies also have very determined eyes; I understand that well with the Farsight Skill.

2 … 1…

GO!

Immediately after the “GO!” came, in one breath Silver had charged ahead.
Grad prepares his shield and lies in wait; the beginning sortie was like this after all.
Silver is the Attacker, and Grad is the Tank.
For Silver he cuts down what’s in front of him; for Grad he endures and counters.

While rushing forward, Silver prepares his two-handed axe.
He enters the space between them, swinging his axe … he’s planning to unleash a Tackle.
And using a method usually used another way, Grad lifts his shield above and strikes with it to avoid taking any significant damage;
If he hadn’t met the attack and repelled it with a Shield Bash it could have been deadly.

But, with that Tackle Grad didn’t even break his posture.
Firmly taking and then returning that with his shield … that measure is much like the conjectures say.
The single blow from the counter attack came in an instant; as expected he isn’t using Arts.
That single blow was returned to the haft of Silver’s two-handed axe.
It’s like both of their weapons have just finished exchanging greetings …

Sometimes slicing, sometimes counterattacking, sometimes the Fairies cut in with magic or direct attacks, and sometimes evading.
The battle between Silver and Grad went back and forth.
Despite both of them wearing the heavy Heavy Armor equipement, they dodge the brunt of their opponent’s serious attacks with a hair’s-breadth avoidance.
It’s like we’re watching them performing a dance at a ball.
These are the people who are the Top Players!
It’s such an intense battle that a minute feels like 1 hour.
With these people in it, I wonder exactly how strong a party can get …

The balance up til now looks like it will be broken.
When Silver’s Valkyrie threw her spear, Grad’s Fox Spirit was unable to perfectly negate the attack.
With Grad’s left shoulder pierced by the Valkyrie’s spear, Silver saw his chance

and immediately charged in, the Two-handed Axe Arts <Moon Crescent> at the ready.
It's an art that leaves a crescent moon illusion below while it unleashes a thrilling cut-down.
It hits everyone and anyone; the moment Grad saw it he retreated several meters behind.

That movement is … it's Wind Magic's <Wind Buster>!
It's for times like these, in order to evade, that Wind Magic is learned …
It's got to hurt that the attack just now wasn't able to hit.
The chance play wasn't super quick, but the Grad who was able to avoid it deserves to be praised.
To be forced to play one of his trump cards revealed to everyone must be painful for Grad.
Because now everyone knows that one of his limited 10 slots is Wind Magic …

Again the battle's deadlock refused to fall, both their weapons whirled; accompanied with the flashing colors of the Fairies' magics the Dance recommenced. No longer needing to hide it, Grad frequently used Wind Magic to attack.
As a purely physical attacker, Silver hasn't used magic even once.
It might be that it's a trump card that he's keeping hidden.

Even so, with the addition of flying projectiles … little bit by little bit, the scales of war are tipping in Grad's favor; though Silver's Valkyrie even tried to commit herself to support him, Grad's Fox Spirit would disrupt her; magic used to manage negation as increased greatly, and since the Valkyrie also won't let any of it pass, in the end she wasn't able to continue giving Silver her support.

Like this, it's become a tough battle for the Attacker Silver.
Conversely, with his shield and gear equipped for endurance, Grad is in his field of expertise.
Bit by bit he drives Silver into a corner.
Of course it's not like Silver just takes it without counterattacking, but it looks like he won't be able to change the flow … each and every critical counterattack is struck down by the shield.

The result is, Grad is quite successful in maintaining that flow well.

It’s like Silver’s heavy attacks and Arts are being sucked into his shield; Silver can’t land a direct attack.
With the Valkyrie going at it with his Fox Spirit at full force, Silver’s support has been cut off.
And then, while maintaining his MP to some degree, Grad uses Needle and Cutter to shave away Silver’s HP
Elementary level magic doesn’t have much firepower, but there’s rapid-fire capability and small consumption as advantages.
All the players who use magic say it’s important to master elementary magic.

And finally the time for the result has come.
Against Silver, whose HP has been steadily whittled away and decreased, Grad triggered his first combat Arts in this PvP; that Arts is <Cross Line> huh … slashing with a vertical stroke and then, after hitting, striking with a horizontal knockdown sword-strike.
It looks like it’s called Cross Line because it leaves a cross-shaped strike …
If it was the usual Silver, repelling the initial vertical attack would have been simple.
But the long battle up until now has whittled away at his strength, and his judgment as well has probably been whittled away … a direct hit was finally allowed through.

Without sympathy to the cross-shaped strike carved into Silver, the Fox Spirit who had been lying in wait used black fire magic … that as well is probably a Fairy specific, unique magic.
That cooperation was the final blow; Silver’s body shattered.
Next to that the Valkyrie collapsed …

“I got you back good for that time, Old Man!”

Grad said with a loud laugh.

And then throughout the assembly rang the Game Master’s announcement, [It’s Contestant Grad’s splendid victory!], and the audience broke into a wild frenzy.

In the midst of the cheers, the Fox Spirit Fairy, of to the side, was engulfed in light particles streaming off the Valkyrie … and changed form.

———————————————————————

The sudden, large change of Grad's Fairy set the assembly in a buzz.
The cheers at the results of such a splendid PvP Finals has already disappeared, and "What's with that Fairy" has begun to be murmured.
Wearing a jet black dress, on her head is a platinum crown, and in her hand is a staff with a large black opal inset in the tip.
No one has seen a Fairy with this kind of appearance before.

Grad was bewildered for a moment, but recovered himself and …

"You evolved further, huh? You'll be even more useful!"

He said to the Fairy.
However …

"I refuse; I no longer have any intentions of being together with you, naiwa."

She denied him in an icy voice.
The first Fairy that can talk … this girl must be the Fairy who is queen of the Fairies, the Fairy Queen.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Alchemy]Lv40
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34

Reserved Skills
[Woodworking]Lv26 **[Blacksmithing]Lv30**

ExP 14

A/N: Title owned Fairy Seducer

The Final Boss? has appeared.
I will properly end the scenario with some kick-ass action.
Yes, with the dice of god.

<T/n: whenever the author mentions dice, I imagine that dice are rolled to decide how the story proceeds.(this is just the t/n's delusion and does not actually reflect on the author's writing methods.)
During the battle, I had to add some names to specify who was doing what and make it readable in English.
I really appreciate how much more awesome Grad and Silver are depicted in the WN. It has more of a "oh, so these guys really ARE the top players" feel, as opposed to just being plot-puppets.
Anyway, we're approaching the climax of the Fairy arc. Moeagate-yo~! >

Dance of the Fairies Second Half, The Pot of Poisonous Bugs

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: When I read this title I'm a little frustrated (heh).[1: Explanation of the title here]

Dance of the Fairies Second Half, The Pot of Poisonous Bugs

"What do you mean you no longer have any intentions of staying with me!?"

Already having lost the afterglow of the victory, Grad yells.

"… Even if you don't raise your voice I was going to explain, suruwa; first now, listen to me."

With a calm voice, the Fairy Queen began her tale.

"This time my story is about the cooperation between the humans and the Fairies in order to select the Fairies' next generation King or Queen.
In a revelation given to the Fairies, we were informed that a strong ruler that has accumulated battle experience and become strong is necessary to be the next King … and therefore it became necessary for Fairy to fight Fairy.
However, Fairies had become beings who were normally indifferent to fighting … that is why we came to the sides of the humans who have many opportunities to fight, in order to accumulate battle experience."

The Game Master is most likely using something like a World Megaphone on this story so that the everyone in the arena can hear it; just the people gathered here alone number over 10 thousand, and there's also a multitude of people who didn't make it into the arena.

(There was an announcement made earlier that the arena's maximum occupancy was 15,000 people.)
It would be unfair if someone wasn't able to hear such a vital story related to the Event.

"And that's why you made a contract with a human to fight, huh? Isn't THAT convenient? Now that you're done you're outta here, huh?!"

Grad objected like that; maa, it's not an unreasonable thought.

"Did you think the other children before now were unable to leave their masters? It seems that the amount of children with the feelings of wanting to stay obediently with their masters is especially large. … The reason I wish to separate with you is because I've judged that our contract has been completed."

If you take her words at face value, the other Fairies currently contracted to Players that have not departed will continue to stay and go on adventures with their Players from now on.

"You were always saying it to me, weren't you? 'I'll show that old man, I'll get my revenge' and the like … I won't allow you to say you didn't, yurusanaiwa; I've heard it over 100 times, by my count. And just now, your wish was fulfilled."

Certainly the previous PvP was his win; since the Victory declaration came out, saying so isn't an exaggeration.

"You never considered me as a partner; I was just a tool. Naturally, I don't have to tell you that such a thought was unpleasant, iwanaiwa. That's why I also chose to use you as a tool in order to become Queen; I've now come to understand that your abilities are certainly considerably high among the humans, ne."

Grad's face slowly turned red with fury and…

"Did you … just … call me a tool …?"

Asked that question of the Fairy Queen with a voice loaded in anger.

"… That goes for both of us. We both used each other, that's what it comes down to. And what is wrong with that? Don't humans do this kind of thing often?

Naturally you will be compensated, dasuwa; together with your championship prize the Fairies will add an additional 30thousandGlo, and in addition we will arrange for you to re-contract with a Fairy equal in Status and about as strong as I previously was.”

Fumu, then Grad won’t go back to the situation where he didn’t have a Fairy; well, yeah, there’d be no point if he became Champion just to become Fairy-less again …

“Don’t screw with me! You follow MY orders! I’m not some tool!”

Aa, Grad is completely furious, but you know na …

“I’ll return those words back to you, kaesuwa! I am not some tool! For you this world might just be an illusion for you to play around in, but for me it’s my truth and reality!”[2]

Was how she returned it to him … this Fairy Queen, there’s no way it’s a normal AI huh?
Is it some kind of experimental form? You sometimes hear about research places using games … looking into it further will destroy the romance, so I’ll stop here.

“So in other words you want to leave me no matter what, too …”

For Grad this is his final confirmation; I’m not sure what happened when he got split from Silver’s party, but it’s really stuck with him …

“Indeed, that’s right. I’m no longer going to stay by your side. And that’s why I said you’d be allowed to re-contract with another Fairy, as well as being given money as compensation. I’ll give you a child who will be obedient to you for your next contract; that will suit you as well, won’t it?”

The Fairy Queen already has no intentions on mincing her words, huh?[3]
If she says it like that …

“And ‘I wonder if I should choose to make you by force?’ -!?”
Grad mimics the Fairy Queen’s choice of words.
Grad, he’s still too young, nee, even if you’re not the Queen you could easily tell this kind of development was coming.
But, this just seems like a bad idea …

“If you’re able to defeat me with your strength of arms … then that’s fine, I’ll recognize that strength and accompany you again, mo iiwa. The calamity that will befall the Fairies is still a while in the future, farther in the future than the end of your lifespan, so it would be fine.
But you know, shouldn’t you also put something at stake? If you lose, then there will be no additional money! In addition, there will be no Fairy to contract after me! That will be your ante!
Without any risks there won’t be any excitement in a match; that’s a rule that all of you, you humans that is, have, ne?”

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… Aa, the demonstration of the merits and demerits of their compatibility came after all.
But this kind of thing would be a given between human relations.
The victor takes it all, and the losers are left with nothing.

This has been a rule since long ago, an unshakeable, iron-clad rule.
In the Ancient Roman Coliseum it was actually a cold and easy to understand rule they had; [if you lose = death penalty].
Even in the present day when wars occur, complete victory or defeat aren’t related to the soldiers; their victory is surviving …
If you die, then it doesn’t matter how many skirmishes your troops win, there’s no meaning at all.
If you lose there’s nothing left; that is the sad, harsh, unchanging rule.
Even so, if you fight and lose, if your opponent doesn’t destroy you they won’t win.

… I wonder if Grad was able to pick up on that reality?
… it was impossible, huh.

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“Aren’t I the champion!? Why do I get that kind of condition attached!?”

Grad continues to yell.

“That no longer has relevance, or do you still not understand? This is a problem solely between you and me; the fact that you became champion earlier carries absolutely no meaning whatsoever you see. I wonder if you’re still caught

up in the atmosphere of the Event?”

The Fairy Queen relentlessly informed him of the reality of the matter.

“Just to be sure, in case you seriously want to fight me, don’t expect to show any mercy; I won’t, shinaiwa. Are you truly prepared to take the full brunt of the power of the Queen? I will wield it freely and without holding back. Even if you are my former master, ne.”

For the Fairy Queen, this is her ultimatum. There will be no mercy.

“If you … at least had a heart even a little like that old man, then …”

The Fairy Queen said. Where her line of sight was before, there was Silver and the Valkyrie who had just lost in the previous PvP.
From a Fairy’s point of view, I imagine that those two have a desirable relationship.
If Grandpa Silver won and that Valkyrie became Queen, then instead of having this conversation, I bet she would choose to stay with the old man and continue on his journey with him.
But in the end this is an “IF” I’m talking about that might not have happened.

“You prefer old farts like that, huh?”

On seeing that, Grad tried what was probably his hardest yet to provoke her.

“… I wonder if this is also ‘humanity’, kashirane …”

She’s clearly given up on him, na.

“Hurry up and come at me; I’ll make you obey me again!”

With his fighting spirit up, Grad doesn’t have a doubt towards his win.
In his PvPs, except against Silver, they were complete victories; certainly it doesn’t seem possible to lose when he’s fighting against an NPC.
… but you can’t just think about the opponent as just your usual Fairy, you know.

“There are still things I should convey to you, aruwa. We will be fighting in the normal Battle Field that gives benefits both of our offensive abilities equally; it won’t be the one that favors Fairies, so rest assured. And as an addition, you are allowed to use whatever and however many items you’d like, yoiwa. So please

organize your items now. I'll even have the vault opened, ageruwa; please take what you need from it …"

She declared.
The Game Master immediately approached Grad and opened the vault.
Like that about 2 minutes of strange silence passed.
Of course there was some murmuring, but nothing said more than that.

"Alright, I'm ready."

Grad now declares … it seems like he was able to regain his composure in the time it took to organize his items.

"… Now then, let us begin …"

With the Queen's declaration the Battle Field was deployed and the Countdown started.
With that battle between the Players' Champion and the Fairies' Queen began.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Alchemy]Lv40
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34

Reserved Skills
[Woodworking]Lv26 **[Blacksmithing]Lv30**

ExP 14

A/N: Possession of the Title Fairy Seducer.
Meaning of the numbers on the dice.

The left 6・6 > 1 and 2 are leisurely stories, 3 and 4 are kind of battle stories, 5 and 6 is the current story.

The right 6・6> The one who wins the Queen battle; 1 and 2 are other people; 3 and 4 are Silver, 5 is Grad, and 6 is now.
Totals > The Queens personality; 4 is still obedient, 5~8 is tomboyish, 9 and further is now.

I thought I'd write in this allocation.

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1. **The Pot of Poisonous Bugs – There is a black magic ritual that involves trapping poisonous bugs and animals in a pot and burying it. After some time (which has something to do with the moon phases), the pot is recovered, and the bugs that survived the cannibalism/eating frenzy are considered the strongest. They are then given sacrifices in hopes that they will bring their owners wealth. I do not recommend this get rich scheme, since they then go on to say that if you forget to give the survivors sacrifices (and I believe the sacrifices are pretty… ergh…), they will eat you and your entire household.**
   Actually, a lot of onmyou will use it as a curse, taking the surviving bug and giving it to their enemies hidden in various gifts of wealth. Not knowing about the bug, naturally the recipient won't give it sacrifices, and, well … Or sometimes they'll drop a bag of money on the side of the street with the bug just as a random malicious curse. Moral of the story … check any money you randomly find for poisonous bugs.
   I agree with the author; this title might not have been the best choice. BTW, Onmyouji voodoo spells are creepy af, and they all just sound like horrifically bad ideas if you don't want your inanimate familiar coming to life and devouring you.
2. **genei (asobi) – written as "illusion", read it as "play". The author has written the kanji for "illusion" and instructs you to read it as if it was referring to "playing around."**
   genjitsu(shinjitsu) – written as "reality", read it as "truth".
   Both of these are not literal pronunciations, but the impressions you should read it as, so I kinda mixed and muddled the sentences to reflect that.

3. **actually it says the Fairy Queen has no intention of pulling back (her lines of offense), but … well, I changed it towards easier understanding for English readers.**

<T/n: First off, I'm going to need, like, a day off of translation before I translate the next battle-fest chapter. Since I just did the Silver/Grad battle, I need to re-absorb my patience molecules. It probably won't be that much of a delay, since I update sporadically anyway, but just to let you all know.
Also, I messed with some of Grad's angry sentences, since translated from Japanese to English they lose a lot of their anger and become rather polite. I didn't bother to itemize every single one, since Grad kind of talks in a slang-ish manner anyway. Just FYI that they're not exactly verbatim. (Well, most of them I just added "!?"in places or broke up the sentences to be a little shorter.)
Btw, the fk is with that second a/n? Is he … really using dice to write the story or is he joking? *flabbergasted*>

Dance of the Fairies Second Half, Compatibility

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: Grad is rather popular naa.

Dance of the Fairies Second Half, Compatibility

Grad and the Fairy Queen are facing each other; both are motionless.
It's become a completely silent build up.
It's a PvP Field, but in reality the MO[1] should probably be handled like a Boss Fight.
A Boss that only player parties have the right to fight.

Because he's by himself, Grad doesn't use an aggressive battle style.
He takes the battle method to wait while enduring until he finds an opening to counter attack.
Since his main movements are to be a tank, that's just how it is.
But it's not like he's just dully enduring; when up against the magic-based players you prepare your shield and rush with <Shield Charge> as the magic comes, forcefully repelling it back while breaking in; there's that type of hunting movement to use.

On the other hand there's the Queen, but her behavior is perfectly unknown.
She's holding a staff so would it be a magic-user style? That prediction has promise, but "One More" also has unarmed combat styles like I use, and staff combat styles also exist.
If you one-sidedly decide something's the case in your head, you'll end up having to pay a hefty fee for a hard lesson.
And, up 'til now there's been Fairies specialized in physical attacks and Fairies specialized in magic attacks, so it should be natural that it's even more difficult to predict the attacks of the one who surpasses them and became Queen.
To immediately rush in at such an opponent would be way too short-sighted;

Grad understood that much.

After continuing to glare at each other for about 10 seconds, the Queen lightly raised her staff, and with a light *_ton_* sound she purposefully struck the surface of the ground.
With that, the ground around Grad began to oscillate and crack; the attack against Grad had begun.
That's the Earth Magic's <Earthquake>, huh, though it was invoked with just about no casting time.

Though it doesn't have much offensive power, it's a magic that has the especially high effect to immobilize, however when it's time for a player to use it, it's one of the skills where fast-chanting is impossible and not practical so the casting time is a bottleneck and it's a magic that's strongly recognized as difficult to handle.
But if you succeed … your opponent won't be able to keep a good footing to walk, nor be able to move as he wishes. Grad is completely in this situation.

But 'that' (Grad) also didn't get impatient; <Earthquake>'s effect lasts at most 15 seconds.
And the damage by that is minimal; against Grad who is particularly good at enduring, I don't know what the Queen was trying to do by stopping his feet instead before but it's a good chance to scope her out.
Since she did that like so, then accordingly she uses magic and it would be probably be fine to think of her like a magic-based monster by my analysis.

Against the Grad with his feet unable to move, the Queen began to launch the intermediate magic <Fire Lance>, but against Grad they probably wouldn't be able to, one after another, hit their target.
… If it was the normal amount, that is.
With just one Aria she simultaneously generated 5 of a combination of <Fire Lance>, <Wind Cutter>, and <Water Lance> and flooded Grad with the attacks.
Looking at the Queen it seems this is still just the beginning; it's like at the level of playing wait-and-see?

But an attack to this degree is also easy for Grad; without using his shield he can withstand it by slicing the attacks with his sword with room to spare.
The people who were monitoring his HP gauge saw that it didn't reduce in the

slightest.
The winning ratio was only something we could use to catch a glimpse of a fragment of his monster-like strength.

The <Earthquake> has now settled down; with the ground surface calmed, this time it's Grad who used the <Shield Charge> method to rush in an instant.
Needless to say, against an opponent that uses magic, it's a bad idea to let it become a long-distance battle for a melee fighter; how to close in the distance in an instant and apply the pressure to attack is the most important.
It's understood that all short-ranged players hate becoming clad in fireballs after taking repeated distance attacks over a prolonged period of time.
Therefore how Grad quickly used <Shield Charge> to close the distance is a textbook play; so far there's been no mistakes.

… that's gonna be bad; there were probably a small portion of players who thought that.
The common knowledge of the majority of users of Wind Magic data stops at 15, and even the Wiki hasn't caught up and only has up to around 30.
Of course there are probably Wind Magic users other than me.
However, they don't have that habit of absolutely having to post the information to the Wiki or else, and for Wind Magic, the Wiki specifies that it's useful enough to make it to <Wind Buster> so the majority of players haven't confirmed anything further.
It's a pity, but it seems like that's the case for Grad too.

Grad covers his body with the large shield and attacks full-speed ahead.
For a certain distance, <Shield Charge> runs through and won't stop unless you hit your opponent.
And even if a direct hit is avoided by moving a little left or right, <Shield Charge>'s shockwave will] still attack the opponent; it has this kind of capability so therefore it's the absolute, most dependable Arts for a shield user.
Before the Wall-type magic from the Fairies came out, whether or not you could handle <Shield Charge> was known to be the crucial factor in PvP against shield users.
That strength is well known … and therefore its weakness has been found.

That's right, the Queen used the Wind Magic <Fly> to jump; she completely

jumped over the Grad who was charging in.
<Shield Charge> is certainly strong, but even if you say that, if the back is taken it will be a chance for the opponent, since the shield's range, as expected, doesn't cover the back.
In other words, you could say that for the Queen all the magic just before was only bait to lure in this <Shield Charge>

Immediately the Queen to that chance and chanted <Shock>, firing it at Grad's back.
From the point of Grad who suddenly took an attack to the back, that reliable quality of <Shield Charge>, the ability to continue to run forward full force, became his enemy; he can't turn around.
And so the evident result was that Shock hit dead on.
And there's the full-body heavy armor and one-handed sword and shield. Since he's covered in metal equipment, a stun was even induced.
Who would have thought that the Queen had considered everything up until here.

The Queen immediately began a new magic aria, but the casting time is strangely long.
She was able to cast <Earthquake> with its long cast time in no time at all, but this aria is taking several seconds. The answer was in the magic she invoked.
Fireballs of the type that occur in nuclear fusion were produced in front of the Queen.
The Wiki shouldn't have this magic listed; the popular Fire related magic is especially quickly updated on the Wiki, and yet this magic isn't there …
It would probably be fine to think of it as the Queen's own exclusive unique magic.

"Take this as you can, <High Explosion> …"

Taking the measures to announce the magic's name, I wonder if it's to teach us about her own exclusive magic?
Within a stun you aren't able to move, but vision and hearing are properly there.
In other words … she's trying to instill fear into him!? Just how much of a self-awareness does she have?
After that announcement, without mercy she fired the fireball magic.

The fireballs will undo the stun, but when they hit the back of Grad, who still can't perform any actions since he can't move, they mercilessly exploded ….

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In the wreckages after the raging explosion ended there's the figure of Grad who's standing despite have a large amount of HP reduced; as expected of a Tank, to be able to endure that magic carrying that much power without any tricks, just pure endurance.
But he's been inflected with 1 of the Bad Statuses, [Burn], that little HP is bit by bit being wasted away, and MP should also be reducing.

Grad hurriedly invoked <Wind Buster> to take some distance and took out a Potion to drink.
But right then … like it was aiming for that, a lightning strike fell and burnt Grad.
It's most likely an advanced Wind Magic; I don't really know enough information, but I think I could call it <Lightning>? I can speculate that it's an aim-able ranged magic though.
With that blow Grad dropped the Potion.
He didn't get another Stun, but the Queen was able to completely disrupt him from using his item; honestly speaking, I'm feeling a little terrified.

Now then, from what I've seen so far, this compatibility is way too bad for Grad.
Just at long-distance she's able to strike out with overpowering strength; against the Charge attacks she uses <Fly> to jump over them.
If he gets near I bet she could defend with the Fairy exclusive Wall Magic.
You can't get close; having to fight with closing the distance, for players whose main is melee-based, the compatibility with this Fairy Queen is beyond the worst!
Without people like me with bow attacks, or people who can participate in a magic contest, in the back as support steadily shaving her HP, there's probably no chance to win.

It might be that she learned how to deal with melee-types by learning while being by Grad's side and watching.
What he hates, how he evades, how he attacks; like that, by Grad's side greedily absorbing by watching, and now it's the finishing touches as she tests them out

…

At this moment, a chill assaulted me that could give me goosebumps, though since I'm in the game it's not possible.

If it's like that, from the beginning there wasn't a chance for Grad to win!
Most of his attacks and his counter methods are known, and even his timing is exposed, but on the other hand there's absolutely no information on the Queen; it's a huge difference.
This situation with only one-side getting information is like playing a war-game!
That's why she knew his habit for when he uses items and could get the timing to hit and make him drop it …
It's probably absurd but she even has coherency … this really isn't just some regular AI!

The rest is now just for show; it's just the cruelty of shaving off HP little by little …

Truthfully, directly afterwards, though it's a flashy magic, the Queen calmly and steadily used <Fire Lance> shaved off Grad's HP.
Grad still attacked without seeming to give up, but the Charge line of attacks can't deal with it since they could only be used to hit one attack head on, and his few long-distance attack methods were all negated to oblivion.

And without mercy it shaved off his HP and gave him the Burn Bad Status.
He was carrying the cure, but when he went to use it a lightning bolt immediately interfered, and then further damage accumulated in a vicious cycle.

… He's completely cornered. Grad can only wait to be defeated …
And the Queen calmly and ruthlessly accomplished that task.

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When the PvP ended, there were the forms of Grad with his spirit completely broken, sitting down in protest, and the one who was looking at that Grad, the Queen.
The Queen shifted her line of sight to Silver …

"With this, I suppose I've taken him down a few notches. I leave the rest to you. And you too, even if you're looking out for someone who is younger than

you, I request that you speak with him as an equal.”

She informed him like so. Silver answers with,

“… I give thee my thanks; even though this should have originally been something this old man should have done.”

He responds as such and bows his head.
After that, along with the Game Master, Grad and Silver take their exit.
With this I guess there’s nothing more to announce; have all the expectations the devs have had about the development up until now been satisfied?
There have been absolutely no flustered movements after all.
So this will be the end … is what I thought.

“And now … There are 3 people that I must bestow merit to, aren’t there; Do excuse me, but I will take the liberty to call you in front of me.”

The Fairy Queen declared, and waved her staff.
Immediately I was surrounded by a burst of light and was transported.
When the light settled down, in front of my eyes was the Fairy Queen.
When I looked to the left and right, there were the other two people; the common factor we had was the [Fairy Seducer] title overhead glittering in 7 different colors.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Alchemy]Lv40
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34

Reserved Skills
[Woodworking]Lv26 **[Blacksmithing]Lv30**

Title Possessed: Fairy Seducer

—

A/N: At long last the curtains close on Grad and the others' role!
Now we're coming back to the protagonist's turn.
I didn't think the parts up until here would turn out so long.

All the characters started moving as they wished, and they talked a whole bunch.
How troublesome.

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1. **MO – modus operandi. It's the same in English too (well, it's Latin, but it represents the same idea in English as it does in Japanese); just in case it means the standard way to handle/do something.**
2. **I've taken "that's" nose that has become long and broke it – the long nose symbolizes pride, so I swapped the saying with something more recognizable for English readers. I thought about making it "I've deflated his ego that becomes over-inflated," but that's a little awkward, and when you say you're taking someone down a few notches, you're already implying that he's overly stuck up, so … after going around in circles I went with taking him down a few notches.**

<T/N: Thank you DV for you donation!
BTW, I've requested and picked up *I was Reborn as a Vending Machine, Wandering in the Dungeon*, so catch up on the current chapters and show the previous translator some love by checking out the other translations on https://novelsjapan.com
(I didn't expect to be handed it over so soon, so it will be a little longer until chap 16 for Vending Machine is done.)>

Dance of the Fairies, People and Tools

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n: Humans are fragile creatures.
Without claws, without fangs, and without pelts.
We can't even reach tigers and wolves, even against a dog opponent like a Doberman we wouldn't be able to win … but even so, right now we are living.

Dance of the Fairies, People and Tools

When we had been summoned by the Fairy Queen, the murmurs in the arena from the Queen's announcement that she was giving out rewards increased understandably.
Even without saying it, it's commonly known that for the Fairy Seducer title, if you PvP even once, at that time it will be erased.

In other words, the 3 people here haven't participated in PvP even once.
You could even say that these players represent the exact opposite of the event.
There's a reward for being like that? That's probably what the murmurs are about.

"First of all, you and you ne; for giving up on evolving your Fairies and not fighting, I give you my personal thanks. … Though it is something I truthfully shouldn't have thought, but even so, I was hoping that at least one child would be able to live without fighting."

Is what the Queen stated.
Is this the compassion from being Queen? It's true that it goes against the premise of the Event.

"This is because these children are children who prefer not to fight much. Therefore, for preserving your titles, I give you my gratitude. Your reward is, for these Fairies, I will raise their Status up 2 ranks."

And then the Queen, urging the two others aside from me with a “If you would like to ask them to retain their appearances, please do so now ne,” she raised the Fairies’ statuses 2 ranks and sent the two aside from me off.

You might think it’s unfair, but 2 ranks and above is about the normal Status increase of Fairies of people who participated in PvP; the forums even have screenshots posted of amazing people who have raised it 4 ranks.
Since you’re already held back in playing when you try to preserve your title, whether it’s suitable or not, at least it’s not a mystery as to why this is the compensation.

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Then, after the two who were rewarded with their Fairies’ Statuses being raised were gone, on the stage there’s only myself, the Fairy Queen, and the Game Master left.

“And now, there’s only the matter of your … reward, but …”

The Queen said this with some difficulty.

“… I don’t have any intention to ask for something if it’s impossible? I haven’t really done anything noteworthy enough to receive something for it.”

is what I tried saying.
Even if I don’t get another reward I don’t mind, because I’m thankful for this time’s Event just from getting my fill of all the fluffiness, especially that fox; it was so fluffy.

“ … I’m afraid to say it, but for there to be a person who didn’t even lead a Fairy and was able to keep that title was something I didn’t think was possible. Among the Humans there are an especially large number of people who seek ways to gain power; that’s why they were qualified to help the Fairies accumulate battle experience after all …”

So the only ones who fight amongst themselves are humans? Something kind of painful was just said.
But, though it’s sad, it’s the truth, naa.

“… at any rate, I am terribly sorry, but you will now fight against me just 1 time.”

the Queen suddenly said this.

“… This may be impolite, but what?”

In an instant I object like that; I’m not a person who can endure someone picking a fight with me for no reason.

“For you, I can only reward a portion of my power. For that reason I must fight you directly at least once. To go along with that, I won’t be able to go and accompany you, since you did not fight and make it to the Finals; that will be alright with you, wouldn’t it?”

To that opinion of the Queen I immediately reply, “Of course.”

I mean, if a player who didn’t even make it to the Finals snatches her away then all fairness will be lost and it would be so unforgivable that Grad and Silver and all those players won’t even be able to stand.

“Whether it’s your win or whether it’s your loss, whichever the case you will be given a reward. However, if it’s your victory then naturally the reward’s quality will be higher; is that fine with you?”

To this too I replied, “Understood,” and began to prepare for battle.
The battle’s rules are the same as the one just before, with the field being the one that deals damage normally.
For me there are no Item usage restrictions.
Fight until either side falls; it’s a simple rule.

――――――――――――――――――

Now then, what should I do to get the victory … but it’s probably accurate to say that my chances for winning are just about none, and I bet the surrounding people think so as well.
The Queen’s magic power is the magic that beat that top class Tank to a pulp; if I take that <High Explosion> in particular full-on, it would be instant death right then and there.
If you’re comparing my defense power to that Tank’s, mine is so much lower it’s ridiculous.

Conversely, the point I have the advantage in is that I’ve seen the Fairy Queen’s attacks once.

And the information I got from that, the fact is I understand her movements to some degree.
Another thing is, the experience the Fairy Queen has in fighting against someone using Bow as their main is probably close to 0 or none.
Therefore she most likely doesn't know the behavior and effectiveness of the Arts either.
If the battle drags on, the possibility that she'll figure out how to deal with me is high; to begin with, if you consider my stamina a battle of attrition is the worst that could happen for me.

… in otherwords, a fair and clean battle can't even be considered;
I have no other options than to, without mercy, abuse barbaric methods to fight.
Because that's probably the only way I could win …
Along with that, that Queen is strong so a direct confrontation is impossible.
It's now time to debut the thing that I made that I never got a chance to debut …

With my preparations finished, I called out "Whenever you're ready," to the Queen.
With that we were transferred to the Field and the Countdown began.
I took out my bow, made sure of the whip on my back, and confirmed THAT in my breast pocket.
And then the Event's final battle began.

First I use <Sliding Charge> to move at high-speed behind to take some distance.
There's no meaning to only fighting at a medium distance away, since being able to attack from a distance outside of the range of magic is the bow and arrow's special trait. When the <Sliding Charge> ended I immediately about-faced and shot an arrow at about 60% power.
I don't want her to see the force of an arrow at full power right away.

The Queen was a little startled at the state of affairs, but she quickly negated the arrow with Wind Cutter.
An arrow at around that level extinguished the somewhat strong-looking Cutter.
Even so, the arrow that had been stalled by the negation lost momentum and didn't reach the Queen.
This is a welcome bit of information; if there's an arrow that can pierce throw

when it can offset the negations, then in a vital moment I can shoot an arrow at full power that can bypass a magic counter.

The battle so far has been about 1 minute of arrows and magic flying at each other.
Since you can attack at long distances with a bow and arrow even without using Arts, not daring to use Arts, I kept it to purely using arrows to attack. Since the power of an arrow has enough strength in it.

On the Queen's side, she's sent several purifying <Fire Lance> attacks coming, but as expected, with this distance even I'm capable of evading.
As for the arrows from my side, they have enough momentum to reach the Queen; they hit and scratch off her HP little by little.
But even so I can't be careless; if about one round of Fire Lance grazes me, just that will blast off 10% of my HP. There's a good possibility that with just one direct hit the fight would be settled.

The Queen really wasn't prepared to be able to deal with attacks from arrows. Because of that she'll probably … try to narrow the distance; that's what I'm aiming for.
Until that time comes, I am earnestly persevering by only continuing to shoot arrows.

And then at last, the Queen finally stepped in to put a stop to this long-distance shooting match; invoking <Wind Buster> she rapidly came closer.
Shaving off the distance in an instant, she entered the effective range for magic.
… but you know, Queen, relying on a charge is going to be a blunder; you're going to be following the same fate as the Grad who lost to you!

Immediately, I also run forward, taking out a dark green potion from my breast pocket.
When the Queen saw that, assuming I was going to drink it, she pointed her hand in my direction.
But, I've been shown more than enough that this motion will send a lightning bolt my way.
I somehow manage to avoid it by instantly jumping to the left and threw the potion with dark green liquid in it at the Queen.

The Queen was even able to react to this; she immediately used Earth Needle to negate it.
This too, she didn't realize, was what I was aiming for.
The contents of the smashed potion splattered and fell in front of the Queen.
And then, as soon as the contents' chemicals hit the ground they turned into a green fog.
As soon as it turned into fog, in an instant the Queen's expression warped.

"… This is, poison-!?"

… right on the money, what I threw is this!

—
Death Potion

With the extract of an extremely dangerous plant, the Suffocation Grass, as a very poisonous ingredient, this increased concentration of liquid is a potion of deadly poison.
If drunk, most existences will undergo instant death, but even if you sprayed it around the toxicity will not drop much; it has that extremely dangerous characteristic.
But since it's weak to heat and light, the toxicity won't last long.

Quality 6
—

The Suffocation Grass is finally useful here!

In the first place, there's only that small portion that can be considered Hero-like who can fight directly against an opponent who has overwhelming power and win; for those powerless normal people they have to use tools; it's a wisdom squeezed out from trying to survive; I won't let you call it unfair!
For the little guys there's the little guys' ways of doing things; in other words, this is also one of those.

If she breathes it in she won't die right away, but she'll take large amounts of damage; the Queen probably understood that right away, since she began holding her breath.
But … if she's holding her breath then she also can't chant magic arias.
Death Potion's fog-like state lasts about 5 seconds before it disappears.

Then what I can do in those 5 seconds is … throw the Enhanced Oil around with a bang!

With 3 Enhanced Oils in each hand, for a total of 6, I used the <Fly> and <High Jump> combo to massively jump directly over the Fairy Queen who was holding her breath.
While holding my breath to avoid breathing in the Death Potion, with <Fly>'s blessings I'm able to hover overhead for a moment; there I throw all 6 Enhanced Oils in a mostly-hexagonal shape with the Queen in the middle.
Right after, I immediately get out of there. And in order to see the results of the oil I look over my shoulder.
The 6 Enhanced Oils went triggered each other, making a huge explosion.

[DOGOOOOOOOOO….N….]

A really amazing sound reverberated through the Field; you could tell that shockwaves were coming off it.
It's the first time I threw 6 of them simultaneously, but it has this much power.
… but even with this you won't fall, Queen?

"… Not restricting Items seems to have been a mistake, ne …"

The Queen said to me.

"Humans are fragile, and that's why we think on how we should fight the strong. Tools are one of those ways; that's just how it is."

Is what I returned, readying my bow; the target is … her heart.
I'm not sure where a Fairy's core would be, but since it's basically taking human form, I'm expecting it to have mostly mimicked that part as well.

Immediately the Queen deployed Earth Wall.
After having learned the terror of the arrows' power, her judgment is quick.
But you know, I think I'll take advantage of that too; even the things enemies use can be used.

Immediately I drew closer to the Earth Wall created by the Queen while invoking <Stealth>.
I further erased the things that could give me away by using <Thief Step> to mask my footsteps.

I can't use <Stealth> if she's looking at me, but with the Earth Wall coming in as a blind I can activate it.

Like that I carefully circle around behind the Fairy Queen.

As you could expect, the Queen became suspicious when an arrow didn't come flying even after some time, and after she receded the Earth Wall she was startled, looking left and right, since the figure of the opponent she was supposed to be fighting, that is, me, was no where to be seen. Yo, you're full of openings Queen.

Since I've already circled around to her back, I activate the Whip Arts, <Restrain> at her back; because it was behind her, both of the Queen's arms, along with her torso, are wrapped in Restrain.
Against the 3 triangle blades, the restrained Queen was stabbed and her HP was shaved off.
I largely ignored the Queen's "E-!?" that she let out in shock.
From here on I'll use all the Bow Arts I've been patiently and patiently refrained from using and drive it all in her in one go; if this doesn't decide it then I've got no chance on winning.
It's all over if I don't finish it before she [figures me out].

With a <Sliding Charge> at her feet, I break her posture and rob her of her ability to evade.
I rapid-fired at least 7 arrows with <Gattling Arrow> at point-blank range to her face.
I aimed <Mirror Arrow> at around her heart.
<Twin Fang Arrow> was aimed once again at the face.
Lastly I used the <Fly> and <High Jump> combo one more time, towards the Queen still falling down through the air, I used a Twist Arrow and invoked <Arrow Twister>, blasting it into her heart.
Before she stopped, I dove down and put everything I had into a flying kick towards the arrow still there, stabbed into the Weak Point. It was completely pierced through.

With this over the top cruelty of consecutive attacks, soon … the Queen shattered, leaving only a single word, "Impossible …" The words [You WIN!] floated in front of me.

But I don't feel accomplished; it's finally over … that's the feeling I'm left with, and I collapse into a seated position.

SKILLS

[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Alchemy]Lv40
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34

Reserved Skills

[Woodworking]Lv26 **[Blacksmithing]Lv30**

ExP 14

Title Possessed: Fairy Seducer → ???

A/n: And so he used a pretty cruel method to win.
Are you only going to have women to this extent? There's probably that kind of opinion out there, but even after this battle scenario has ended there won't be any discrimination.

The Fairy Event is finally over; it was so long.

PS
I added a portion of the Queen's words.
The added part had been missing.

<T/n: Are? Didn't the GM walk offstage last chapter with Grad and Silver? *checks notes* No, I'm not mistaken, he definitely left. … hm.
Anyway, you guys best be grateful, I stayed up all night to translate this! No, just kidding. I couldn't sleep lol. And now that it's morning, I'm tired… isn't

that always how it works? … *snore*

I was dying translating the conversation between Earth and the Queen. Even though he breaks the system, all he wants is the fluffy! .>

And so the Curtains Close on the Dance

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: It's finally over.
The characters moved, talked, and battled more than I planned.
Only the previous battle between the two was transcribed as it had been inside my head.

And so the Curtains Close on the Dance.

I was greeted with applause and cheers when I returned from the PvP Field.
Somehow, even Game Master-san is applauding.
I guess it means that they were bewitched with just this level of battle.

But I really put out everything I had.
I bet the next time won't go like this; this was definitely a first-time-only thing.
To say nothing of the fact that, now that I just showcased everything in front of everyone, I don't want it all to get researched but all of it probably will be na, especially <Fly>; there will definitely be an increase in users for that.
Requests for manufacturing Enhanced Oil will also probably increase, so let's run away right now, un.

While I'm thinking that sort of stupid thing in the middle of all the applause, the Fairy Queen, who was slumped in defeat, stood upright.
With that action, once again the arena naturally became quiet.
The Queen who stood upright deeply bowed her head.

"It was my complete defeat; I have been made to fully realize that I had been conceited. I accept the lesson I was given today … . Now then, I believe I should give you your award immediately … I beg your pardon, but please take out your broken Contract Crystal and the Setting of the Fairy King's Ring."

I get the Fairy crystal but the Fairy King's Ring –tte, is she talking about THAT which I found in the cave?
Thinking so, I took out both of them and handed them over, and since the Queen

didn't say "Wrong," I guess that's what it was; or like, other than that I'm not carrying anything else that's like a ring.

Accepting the two, the Queen murmured, "So there are already 5 of them … you are truly an unpredictable man," but …? When she says 5 of them, does she mean the number of Fairy lights?

"Children of Light, I request that you come for a little while!"

So the Queen said, and called Light Fairies together.
All the Light Fairies flew around near the broken Crystal and floated a white ball of light within the Crystal.
With this, inside the broken, small Fairy Contract Crystal, is red, blue, yellow, green, black, and white; 6 balls of light shining.

"And now, for the finishing touches."

The Queen stuck her own finger into the Contract Crystal; seems like she's pouring power in.
Within the Crystal a pink ball of light was formed; with this there are 7 colors.

With the 7 colors sparkling, the Contract Crystal was quietly placed on top of the setting of the Fairy King's Ring …
The Contract Crystal set there underwent a transformation into a gemstone with all the cuttings in an instant, and it was set firmly in the ring's setting.
Within the clear gemstone, 7 colors danced; it's definitely a fantasy-ring.
The ring itself is now a glittering platinum; that worn-out looking appearance from before has completely disappeared.

"This ring will be your reward."

Is what the Queen informed me, and went to put the ring on my finger.

Grab-! Grab-!

The first *Grab-!* is the sound of the Queen grabbing my left hand, and the 2nd *Grab-!* Is the sound of me grabbing the Queen's hand that was carrying the ring.

"I will gratefully accept the ring … but, why are you trying to put that ring on the ring finger of my left hand … -!"

G*rind grind grind grind grind grind*

“Isn’t it fine – … it’s not like you will lose anything … -!”

Grind grind grind grind grind grind grind grind grind …

“I’ll lose things, lots of things! Like my mental fortitude -!”

Grind grind grind grind grind grind grind grind grind … -!

“No way-! I’m definitely going to put it on you -!”

Grind grind grind grind grind grind grind grind grind … grind grind grind grind -!

“Funuuuuuuuu!”

Grind grind grind grind grind grind grind grind grind …

“Unnnnnnnnn!”

Grind grind grind grind grind grind grind grind grind …!

————————————————————————————————

I heard from Zwei that the dispute? from this time was

“Really funny for those watching, ze!”

And for some reason, a thumbs-up came with that.
How he got a hit with my harisen (Light Metal made with a Bear Pelt coating) is a digression.

————————————————————————————————

“Like this I won’t be able to break through your limits … <Fire Arm>!”

GRIND GRIND GRIND GRIND GRIND- …

“You choose to use a STR buff just for this situation -!?”

No good, she’s breaking in – …!

“It doesn’t matter what you say … I will get it on you – …!

This nonsensical dispute ended in the Queen’s victory; Earth’s left ring finger was equipped with the 87th Generation Fairy Queen Ring.

—

Fairy Queen Ring

Magic Ring Curse, Unique
Unable to be unequipped

The only ring in existence with the 87th Generation Fairy Queen's power and the Fairies of 6 elements' powers; with this equipped you are able to have passage into the Fairies' Country.
The ring itself also has great power that makes it quite valuable.

However, in exchange you will be burdened with these penalties: Fairy Language will be forcefully acquired & once it has been forcefully set, this ring will be unable to be unequipped.
You can't read it, but on the inside of the ring are the words "Do not forget me" engraved there.

Fairy Language forcibly learned; forcibly equipped
Elemental attack power 10% UP, Elemental defense power 5% UP
When using magic, MP expenditure 5% DOWN
Natural MP recovery 10% UP
The personal magic of the 87th Fairy Queen, Prism Nova, is available.
When attacking, there is a low possibility of calling upon an illusion of the Fairy Queen for 3 seconds.
Title: The One who Charmed Even the Fairy Queen, acquired
—

"It, it won't come off …"

Just in case I fidgeted with the equipped ring, but it didn't even budge.
I'm getting the feeling that it's completely become one with my finger.
I,it's another thing they're harassing me with.

"Fufu, do take good care of it, ne."

The Fairy Queen is smiling warmly, but for me that smiling face is kind of scary.
This Queen is definitely going to come bringing trouble, I can see that sort of vision.

"Now then, with this I will be returning to my home country. To everyone, let us meet again."

Leaving that message behind, the Fairy Queen teleported.

Then, with the Game Master broadcasting the announcement, “This Event has now completely ended!” the curtains fell on this time’s Event.

————————————————————

After that, once again the state of this world changed.
At the beginning, Bow is excruciating, but if you train it well it will become strong enough to beat magic, as it was clearly seen in the one battle with that Queen. Because of that the number of Bow users exploded. Since the monsters that can use magic will probably increase from now on, they’re now training for support with the counter-plans in mind.

The people who train in Wind Magic also increased.
<Wind Buster> is already considered good enough, but what the Queen and Earth used to greatly increase their Jump was probably Wind Magic; the Analysis group had managed to see through it and embarked on cultivating it; this too probably won’t have too much time pass before they confirm it.

The complete turn around from trash treatment if there’s a strong part found is just like an MMORPG.
The Arts and Skills that have already combined together well are no longer trash.
This series of events was born from the way too much impact of the fight from the Event’s final battle.
As for the person himself.

“Didn’t you go home!?”

He had gone back to the usual days of always cooking for the food stall, but catching him off guard, the requests like “Teach me the Bow please,” and “Make that bomb,” increased intensely, so he was doing his crafting, not in his usual spot, but in a place where few people pass by; however there a rare guest, the Fairy Queen, invaded.

“I did though? But you see, that ring is a Teleport Point. For the lonely you without a Fairy, I come delivering love!”

So this is her true nature? While thing that, for now he landed a chop on her head.

“Uu, isn’t it fine? Because we’re Fairies, in the end the Queen has a lot of stiff

parts no yo~, so isn't it fine to take a break!"

With teary eyes the Queen piled on the complaints.
It seems like Earth's quiet days are now a thing of the past …

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Stealth]Lv37
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv26 **[Blacksmithing]Lv30**
[Alchemy]Lv40

ExP 14

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone[1]

A/N: And so the event has ended.
From now on the Queen will invade from time to time.
Because she's a queen, she acts high and mighty when she's in front of people, however when she's not she's just a noisy girl.

Just in case, this isn't going to turn into a love-comedy.
There was absolutely no need for the ring to be on the ring finger; it was the Queen trying to get back at him.

---

1. **tsuwamono – basically means a really strong person, but I tried to make it**

“title-y”, so changed it to “great foe”

<T/N: Hm, this will probably be a shorter chapter … no? There’s still the same number of pages? *Translates for a while* … Wait. It’s half sfx.>

Extra Edition The Conclusion, or like the Reactions from Various People

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: Normally the things that aren't in Earth's field of vision or knowledge are sealed, but today only we'll release a little bit of it.

Extra Edition The Conclusion, or like the Reactions from Various People

Number 1: The Forum[1]

Dance of the Fairies Event Content Only Thread No. 27

612: Well the Event closing statement came out, but man.

613: What was with the movements of that archer(?) in the final battle…

614: In the first place is it even possible to do those moves with consumer actions!?

615: But the Game Master was also applauding, so does that mean there wasn't a cheat?

616: From tomorrow the Bow users are going increase, *ne*, I totally get it.

617: Or like, that bomb? What was that!? Something like that exists!?

618: I'm also interested in the Queen and Bow user's huge jumps.

619: Especially when that Bow user scattered the bombs(?), that was an amazing jump.

620: The opinion that the Bow is trash has been shattered to smithereens *degozaru.*

621: That last combo, is there anyone here who can do that?

622: Impossible, impossible!

623: No way I can.

624: I can do it.

625: Noo-one can.

626: >>624, take a video and post it.

627: Maybe I'll take Whip, I've come to want it, though it seems tough …

628: >>626, I'm sorry, I was just being pretentious, please forgive me.

629: But you know, he dared, without hesitation, to beat the crap out of her.

630: Aa, I can give my evaluation on that.

631: When he was shooting those 7 arrows in her face, I don't know how many "Hee-!" shrieks she made.

632: But that Queen, just with doing that she didn't fall, so looks like what that Bow user did was correct…

633: But you know, the Items that guy was using, no matter where I looked, looks like they don't exist.

634: The bow shape was also really weird. Did that kind of bow exist? Unique?

635: I'm a Woodworking crafter, but that bow isn't unique, it's self-made. I saw him when he was making it.

636: Self-made!? The Skills that guy's taken are too much of a mystery …

637: The freedom this game gives with crafting is really amazing *na* …

638: Don't pry into other people's Skills too much, it's a breach of manners *daze*-? Let's keep it to around this degree *yo*-

639: Either way, the fact is that the bow has clearly been shown not to be a trash weapon.

640: Looks like tomorrow there will be a ton of people using bows gathered in Faust, seriously.

641: You're probably right, *ne*, and all frustrated (aside from people with experience) 642: It's pretty difficult, from what I heard.

643: But watching that kind of makes you want to take it; an official video was also uploaded, *ze*, the publishers are the Game devs.

644: They work fast, those devs! I'm going to watch it one more time right now!

645: Same as above.

646: Same.

647: Enough of people actually bothering to write that lol

648: *Maa*, for a while it was a festival, no way he was that prepared up until the end.

649: Hey, you know, do you think that player might be that cook from the beginning *jya?*

650: … where have I seen him before, I was just thinking that, but that's it, it's the cook isn't it!

651: You mean it's not some bow-promotion event player from the devs?

652: If it's that guy I remember him, even though he was made fun of he was a player who didn't throw away the bow, and now isn't he reaping the rewards, that guy?

653: Then, a bow user who man-upped and put in a ton of effort is your Final Answer?

654: That's my Final Answer. That action probably isn't possible without tampering with a lot of things.

655: That whip shape is also pretty nasty looking … he must be a man without mercy.

656: But usually he's a really quiet guy you know? Well, when he's cooking he gets really frantic though.

657: As a body that knows the scramble before in a cooking competition … lol.

658: I'm also interested in that last ring.

659: It's probably unique, that ring; I want to know what its stats are~

660: I hope he sells it; I'm prepared to turn everything I own into money.

661: No way, it's too impossible …

662: I don't need the ring, I want Queen-tan

663: >>662, it might be your heart's desire, but you can't carry her away lol
664: If Grad won then he could've carried her away probably, *naa*.

665: It completely ended without him being able to do anything, even though he's that strong.

666: I got the devil's number

667: >>666 and exactly what did you get for it lol

668: You guys, lol. *Maa*, Grad didn't know any of the Queen's movements.

669: And right after that Bow user saw it once so he could do it right~; that's impossible to do *yo*!

670: But that Bow user's abilities are probably the real deal; to be able to win just by seeing it?

671: It's impossible for me, even if I see it I can't imagine winning against that opponent solo …

672: Or like, that's an opponent you bring a party to fight

673: And that Bow user won solo … it hurts, owowowow

674: Those bombs were way too strong, they demolished the Queen's HP in an instant.

675: And right after that wasn't the combo with that Restrain also amazing? Even the after-images were all on top of each other.

676: That manufacturing method, I want to hear about the production materials. Don't you guys want to know too?

677: I do.

678: Those are really good items

679: Looks like demand for THOSE is going to grow *na*

680: I'm thinking he probably used Exploding Ore -, it's just, if that's so, I have

no idea about the burst of flames.

681: It's packed in a bottle; I had to pause the video but it's confirmed.

682: If you pack Exploding Ore to its fullest in there, you'll just blow yourself up …

683: According the analysis group's information, it wouldn't catch fire like that, it just explodes in an instant and that's it.

684: Explodes in self-destruction?

685: Naturally, that's why it's a hard to use, troublesome item that every Blacksmith is having problems with.

686: So that means there's been requests~?

687: There've been, there've been, just we haven't been able to crack open the manufacturing method …

688: It hasn't come up yet, but haven't we been forgetting those fiendish looking shoes?

689: On the bottom of his feet there are also a number of stakes *zo*…

690: If it was Real than there'd be a squish and a blood bath huh …

691: Are those also crafted? … no way, *ne*.

692: Let me destroy that assumption, those he made himself (sincerely, a blacksmith) 693: what … the hell…

694: Then you mean he even took the Blacksmith Skill!? Doesn't that mean he's half a crafter!?

695: A fighting crafter … Uwaa, isn't this a pain, he's being completely self-sufficient.

696: This, isn't just trying to figure him out really hard?

697: Even if you brought money into it he'd probably refuse to explain.

698: It's not an issue with money *na*– … it's standard not to reveal your cards.

699: Then let's try to figure out that guy's personal fighting style for just a little longer.

700: Don’t you think there’s no way? A guy who creates things himself is the number one most pain in the ass …

————————————————————

Number 2: Grad and Silver

“Mineself is sorry *no*, that it came to this *jya*.”

Silver lowered his head to Grad.

“What are you doing old man, lowering your head to me; you got Alzheimer’s or something?”[2]

The words were abusive, but there was probably some confusion mixed in with it.

“That is not so, Mineself had not realized that Mineself was looking down on thee, and that is why Mineself is offering thee Mine apologies *jyayo*.”

Is what Silver told him.

“That is why Mineself apologizes; Mineself is truly sorry.”

And once more Silver lowered his head.

“Th, that so, *ma*, it’s fine. I might have also gotten a little violent for a while.”

Faced with the normally fussy Silver bowing his head, Grad also lost his maliciousness.

“From here is purely a question from one who has fought thee, what will thee do from now on?”

Silver threw this question at him; after all, now that his pride had been broken, like this it wouldn’t be strange for Grad to want to retire in depression.

“Simple; I’m obviously going to get my revenge. Shaming me in front of that many people, that Fairy Queen, I’ll show her, I’ll win with my own way! I’ll show her, in a way different from that Bow user, I’ll win next time!”

This is truly the heart of a challenger who was defeated by a strong warrior. Gruff but always firmly facing forward, he had returned to the Grad that Silver had first met.
When he saw that, Silver was relieved; it it’s like this then he probably won’t

need the scoldings of an old man.

“Then mayhaps Mineself will get revenge on thee, *kano*. Show Mineself how much stronger thee can get.”

————————————————————

Number 3: ?

The era of the Bow’s obscurity is now over! Our era has arrived *noda*!

Umu, the time where we can finally carry our operations out in the open has come!

There is no longer any reasons for the bow to lose!

Umu, now those guys who are in a rush after realizing its usefulness can’t laugh freely.

That’s right, there is now a strong warrior in Our midsts *noda*.

About that, for the man who is Our comrade and yet defeated the Fairy Queen, should We not not extend an invitation to Our Guild? That man, as of now, has not entered any Guild, I heard.

I see, when he sees the depths of Our graciousness he will be moved to tears with gratefulness, is that what you’re saying?

That’s not bad, then is this proposal fine for everyone?

No objections.

No objections.

No objections.

No objections.

As there are no opposing opinions, then everyone, let us solicit that man to Our Guild.

————————————————————

Number 4: ???

Thee was defeated then *nou*? Queen.

Uu-, I admit I was careless but … are you trying to say if it was you, you would have won!?

Muu, that is a difficult question *nou*, honestly speaking it would be 50-50 *jyana.*

Right!? Even though Master[3] is always saying not to make light of the power of human creativity, I hadn't experienced it for myself before.

Comparatively, thou aren't that frustrated, are thee?

Un, I lost but it turned out to be really fun. Through the ring I can get back at him.

Fumu, ***I***[4] have also begun to develop in interest, perhaps ***I*** will go meet him *kanou*.

You caaaan't! Or like, you aren't even going to be implemented in the game for a while, right? If you go out like that anyway it'll be really bad *wayo*!

You're going to say such strict things *nou*? ***I***'d just be going to get a little taste *jyaa*.

You can't! If it's you, then your 'taste' will soon turn into something you won't be able to apologize for! Since before, your 'tastes' have all been unforgivable, right?!

How boring *nou* … it is regrettable but ***I*** have no choice but to put up with it *wa*.

Maa, it can't be helped, since your setting is an imperial princess of the dragons there's no way they can send you out right away *wayo*.

H~O~W~B~O~R~I~N~G~!!

Even if you throw a tantrum it can't be helped *wayo*. Then, I will be going *wa*.

Meeting up with him again *e*? Is that allowed? If thee thoughtlessly show up to meet with him elsewhere, is it good for thine position? Thee are already decided to be in the Fairy Country.

Uu~ … It was fine that I became Queen, but there's a lot of annoying things …. But if I didn't become Queen then I wouldn't have met him … *uu* ~~~~*!*

Ho ho ho, this is thine punishment for teasing ***I***; go on, go do thine job.

————————————————————

A/N: There is no Skill Writeup.
And so it's like, the bulletin board with Grad and Silver after.
After that it's a Bow user exclusive Guild and the Queen(?)'s conversations.
I put in 4 short stories.

For the ones who had requested it, did this serve?

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1. keijiban – though I translate it as forums, the western forums have some differences in culture from the Japanese web bulletin boards. Please keep that in mind.
2. boke – while it means playing the fool, it can also be an impolite slang for having Alzheimer's. It seemed to fit the situation well, and though I could have also used "being an idiot" … sorry, translator's tastes coming through :p
3. producer – one of those terms where it's written as "producer" but read as "master" (in katakana, it is literally Master). I don't know if it's important, but better to mark it down than not.
4. This unnamed person speaks like Silver, but uses a different personal pronoun, so … since I'm lazy Imma just bold and italicize it. There are only so many variations of "I" in English.

<T/n: I was going to try to make the bulletin posts more web-talky, but there are, like, 90 of them, and the way this author writes already taxes my mental thesaurus in trying to get what he says the way he says it across, so … this is a weird side of the internet that has both decent vocabulary and grammar.
And yes, I was DYING laughing while translating the posts. I'm beginning to wonder if the Queen is actually ai…
And now I'm officially out of stuff that I've already had parts of translated, so it will take some time for the next … whatever I post lol. You never know, I might get insomnia again …>

For Now, Normal Operations?

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: With the Event over, the laid-back atmosphere is …?

For Now, Normal Operations?

Right now I'm at the Woodworking workshop.
For the X-Bow that I've abused up until now, I need to do large-scale maintenance… or rather, it's to make improvements.
I had maintained it little by little while I was hunting, but this time it's worn out to the point where it would be bad if I didn't overhaul it.

First I should disassemble it into its parts. And now, replace both the main parts and the bowstrings of the wornout bow; the main parts were fixed by newly making them with good wood I singled out from within the area around Nexia.

Next, the X-Bow's reinforcement part was iron, so I'll change it to be Light Metal made.[1]
It certainly reduces the heaviness, but I'm using it because its strength is also improved compared to iron.
The parts that can be improved, should be improved.

Since the basic idea hasn't changed, I didn't go through the pains like I did when I first made the X-Bow.
Even the modifications of the fussier, detailed parts were easily done.
Afterwards, all that's left is carefully reassembling it.
Since all the deteriorated parts were completely eliminated, by including the enhanced parts, though the overall appearance didn't change, its performance has increased.

—

X-Styled Composite Hunting Bow Revised

A bow aiming to increase offensive power by adding 2 bows together in an “X”.
That an arrow can be fired from this strange shape can only be called a marvel.
The handling’s difficulty is greatly increased; a beginner with bows will absolutely not be able to use it.
With the parts largely all revised, the power has increased.

Quality 7 Atk+46
—

With this I’ll be able to fight for a while longer.
After so long, for this quality to come out when I remade it is good.
The new bow’s form isn’t at all wobbly or floaty *naa*.
The bow’s pulling condition is also quite good.

“Um, if I’m looked at so much, I can’t calm down and focus you know?”

Looking over my shoulder I, call out.
There are other Woodworking Crafters there, but there’s also people who clearly don’t even have any Crafting Skills looking my way.

The reason is, even if I don’t need to say it, because of the last Event’s final battle.
Because of that, even if I don’t want to deal with it, the result is that I stood out; even just walking around gets me noticed.
These gazes are things that make me uncomfortable.
Not to mention, before the event I was mainly a Solo player, and with the Thief Skill I mostly hide myself to fight and kill my presence off, so I feel the stares even more strongly.

When I looked behind, most of the people immediately looked away.
Watching a bow being made is somehow interesting *ne*~?
Along with that, [He’s been doing strange things *na*~] they might be saying about the novelty of it, *naa*.
I pray that a situation like with the Queen before won’t come again.
… *Maa*, even if it does, because of the one time before it would be ok.

————————————————————

Anyway, with my business finished here, let's withdraw from the crafting station.
Even though I feel like hiding myself with <Stealth>, with that, even though I up the Skill Level, the speed with which MP is used has not improved, and because of the short duration I can't hide, so I can't misuse it in this situation. Truthfully you can only use Skills in places that allow their usage, so it's not something great that you can use to *poof* away from the gathering gazes.
… I get it, I totally get it, but you know, *naa*.

That I would stand out this much because of the Event was something I didn't think of.
After the Devs uploaded the video of that battle, the view-count became something amazing.
And from that they're editing a portion and using it as one of the official promo-videos; because of that I'm standing out even more. The X-Bow has already become my trademark.
Is this what they call the pain of being famous? There's probably nothing more troublesome than this *na*~.

But even so, there's no way I can just not do anything.
I can't stop putting out the Cooking stall, and I also want to go hunting to gather materials.
For now hunting should come first … so thinking I aimed for the town's exit.
… I won't be hunting Horned Rabbits, though, *ne*.

Once you go outside the town, is this opening day or something!? About that many players are there.
Yes, that's right … there are a ton of players who took Bow.
Here and there are players loosing arrows all packed together in turmoil.
Everyone's having hardships; with Bow your opening move is the only move so it's tough *naa*.
With the situation like this, the training hall will also be packed full of people, no doubt about that.

Because there's a lot of players for which the starting weapon, the vendors' crude bow, is still a good weapon, it's quite the mismatched scenery.

There's especially a lot of attack types, probably because they chose the bow

as a counter-plan to sword attacks and magic, so there's a lot of heavy armor and light armor players.
Within this crowd, I wonder how many people will able to use the bow to any degree?
For now, to avoid getting in the way I should take my leave …

People swinging whips are also here as well.
Once Whip reaches 10 and you learn the <Restrain> Arts, the playing field instantly increases.
I hope they do their best to train to that level.

————————————————————

As always, I basically assassinate Dread Wolves and Bears with the <Stealth> and bow combo, securing quite a large supply of meat. It's almost like I'm poaching, but if I let that bother me then I'll have lost.
I really don't want to do another full-frontal battle ever again.

I've refused all requests for PvP. If I accept one than it will become a vicious cycle.
A major part of the scope of my abilities have already been found out, and I have no interest in aiming to be the strongest.
Somehow my desire to compete is pretty low *desuyo* …

Sneakily having fun like this is good enough.
… come to think of it, didn't I just have a strange magic I learned? Right now there are no other people around, it should be fine to experiment.

Within the ring the Fairy Queen forcibly equipped on me, there was a restriction lifted for a magic called Prism Nova, so I should be able to use that magic.
However since its type of magic is unknown, there's probably no way to improve the Skill.

I immediately try it out on my Bear opponent.
Just now I'd shaved off at least 80% of the Bear's HP and limited its movement.
And now to trigger it … so it's a magic that needs a designated target, theeen I'll trigger it in the middle of the Bear's heart.
The instant I triggered it my MP reduced by about 40%, and rainbow-colored

balls came falling from above like meteors and exploded.

The Bear's remaining HP was about 5%; I wonder if the power is weak because my own magic abilities are weak? … that's what I thought, however.
The pitiful Bear had become a stone statue … what is the meaning of this?

After that I faced about 10 or so Bears and shot it at them many times.
The result; it turns out, [The damage is low, but it's a magic that randomly inflicts one of several abnormal statuses] … that Queen had another ridiculous magic.
If I used this in front of people, there's no doubt it will be treated like a cheat …
Other than when I'm in a really tight spot, it's sealed, this magic is. Recklessly using it is a definite NO.

By the way, the abnormal statuses I can trigger are 7; Poison, Burn, Blindness, Confusion, Restrain, Paralysis, and Petrification.
Poison and Burn are often induced, but Paralysis and Petrification don't occur often.
Maa, when Paralysis and Petrification are triggered, then at that moment the fight's pretty much settled, *naa.*

And the cooldown is 20 minutes. If you think about the power, not being able to rapid-fire it is a given.

Somehow it's become kind of unpleasant, so deciding in my heart that, normally, I will definitely seal this away, I returned to the town in order to do some cooking, but …

"Oi, you! Over there! I got some business with you."

I heard a voice saying that. I don't know who he's talking to, but what a disaster *naa*.
If there's anyone who has it in his heart to turn around and face someone who calls out to him like that, I'd respect him as a Buddha.
Someone who says that with such a stuck-up tone has got to be a troublesome person.

"You! Turn around, I said I got some business with you, didn't I?!"

I don't know who's being summoned, but let's get the heck away and log out;

getting involved would be too much of a pain.
They say a wise man will stay away from danger.
Let's do the cooking tomorrow; somehow I got really tired all of a sudden.

If he gets any more violent there's always the "Call Game Master", so there shouldn't be any problems.

"Oi … you …"

Aa shut up, don't you get that if you call someone like that, then anyone would get as far away as possible~?
Maa whatever, let's hurry and enter an inn to log out.
And I was just finally able to get my cooking ingredients, *naa*.
Tomorrow I'll make my rounds.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv49
[Stealth]Lv38 ↑1UP
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv28 ↑2UP **[Blacksmithing]Lv30**
[Alchemy]Lv40

ExP 14

A/N: The bulk of the Ring's penalty comes mainly from the Prism Nova magic; naturally you can't rapid fire it, it would be way too powerful.

But of course since it's been player-ized it has been weakened.
Earth's percentages are, poison 60%, burn 55%, blindness 30%, confusion 20%, restrain 15%, paralysis 6%, petrification 3%

The Queen's percentages are, poison 95%, burn 85%, blindness 70%, confusion 60%, restrain 45%, paralysis 30%, petrification 20%; they are quite a bit higher.

It was important that there was no aria needed, since in the Queen's fight it's her symbolic magic.

PS, there is no cooldown time noted in its description.

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1. **If you don't remember, the X-Bow is basically two bows put together in a shape of an "X". The reinforcement part is an "x" shaped metal brace that holds the two bows together.**

<T/n: Thank you to MSJ, SM, and LYNKZ for your donations!
The jerk in the last part uses "kisama", which is an extremely impolite way to say "you." Normally I'd translate this to "you bastard," but since he isn't directly insulting Earth, just being impolite, I tweaked all the sentences to have a rude feel to them instead of translating "kisama" as a direct insult. It's just changing punctuation/breaking up sentences, so I didn't bother writing up every one. But, y'know, I'll still let you guys know.>

Life is Like, Full of Troublesome Things and Continuous Battles?

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Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

<T/N: aw man. I shoulda been numbering the extras as separate chapters instead of halves. Boo… what should I do now… In my defense, they are all clearly labeled “Extras”. Well, I guess it’s not like the author is ACTUALLY numbering the chapters so maybe I’m safe?>

A/N:Somehow I’ve told 50 stories, ma’am.
I never thought I could have continued to tell stories to this extent.

Life is Like, Full of Troublesome Things and Continuous Battles?

The opening of the next day.
After getting back from work and logging in, today I’ll be doing my best with cooking.
I will be simultaneously stewing, grilling, and frying sliced meat.
Anyway, I will be mass-producing the set of 3, Bear Meat Stew, Stir-Fried Vegetables with Wolf Meat, and Rabbit Meat Kara’age, that sells well.
No matter what there’s always a demand … even though everyone else who’s taken the Cooking Skill other than me is producing diligently everyday…

It’s become a situation where, if I don’t simultaneously prepare them, then I won’t be able to easily manage with the numbers; that I can deal with it while preparing them simultaneously scares even myself.
It’s terrifying what you can get used to.

Maa, with stews, after you prepare the ingredients all you need to do furthers

is just let the flavor simmer in; with stir-fried vegetables you pass it through the heat set to high in one go and it's done.
Because stir-fried things cooked slowly over time on low heat is just plain gross *nee*.
Kara'age as well, taking care not to burn it, is fried in one go over high heat.

Cooking is also a battle in another sense, there's no doubt about that.

"And now that it's done you eat it while it's hot♪"[1]

Sma–ck!

"Don't just appear out of nowhere all of a sudden! And don't eat that!"

With the Light Metal made reproduced Harisen, coated with Bear leather to cause little pain while making a huge sound, I smack the intruder without holding back.
The one who came is the Fairy Queen … is this gal really a queen?
Maa, her choice to come wearing a plain one-piece dress is the only part of her that I can evaluate highly.

"That's a product! It's not for you to eat!"

Though, certainly the smell and steam from freshly fried kara'age stimulates the appetite.

"But the food in the Fairy Country is just a bunch of sweet things … it's totally dissatisfying~"

———————————————————

A King, as you say, is someone that basically lives bound hand and foot.
Someone with the country's number 1 highest status, the country's number 1 must-be charity worker, the country's number 1 slave, that's what kind of person the Rule of a country is.

On one hand the citizens must pay taxes, but as long as you pay the taxes the necessity for you to do battle is low, and you can freely move as you wish.
If you draw a pyramid, at the top you draw the King and at the bottom is the citizens; if you flip this pyramid over you'll probably get my meaning.
It looks like the King is on top, but actually the unfortunate reality of it is that

you absolutely have to put the citizens first; that's something I thought I knew well.

If the compulsory service starts getting involved then the story changes; but whatever way, a country that loses its citizens is fated to fall apart, and being King of a country with no citizens has no meaning at all.

————————————————————

"That doesn't mean you can just carefreely come on over to the human side of the world…"

If this one being here is found out, just with that it will turn into something unforgivably troublesome.
And just yesterday I had heard the voice of someone I really don't want to get involved with.
"Oi, you!" yeah, it was like tha… t, *e*?

"You, YOU! You had some nerve to ignore me yesterday!"

… It's the absolute worse situation; it was me that the voice was calling out to. For crying out loud, another troublesome thing came!? Even though I just want to slowly enjoy this world.

"And, what was it you wanted?"

To be honest, I want to just ignore him, but like, I'm still not done with all my cooking, and with the Queen here it makes it all the more difficult to escape.
Let's bust out the business smile, outward appearance only, to smooth this over.
I'm paying attention to the condition of the cooking flames.

"*Fun*, well, fine. I'm Nethar, member of the Guild [Apollo's Bow]. We have the noble purpose of saving the Bow users from oppression!"

A, at this point I already understand he's an unpleasant idiot beyond help.
To Apollo, the god they used the name of, I send my sympathies …
The Queen too, from directly behind me, was looking at him with a cold gaze.
Even though guys who can delude themselves while under the impressions of their own Justice are way beyond troublesome…
But Nethar's, as he calls himself, speech doesn't end.

“Therefore! For you who has been denied entry to any Guild anywhere, your comrades have come to rescue your from this pitiful situation; I even personally came to this kind of place in order to extend Our charity!”

At this point I’ve started ignoring him.
The Queen looks really bored, so I gave her 3 pieces of kara’age.
Watching her as she eats it with relish, my annoyed feelings diminished some.

By the way, it’s unnecessary information, but the amount of Guild invites I’ve gotten has already surpassed 30.
But it’s an unavoidable situation where I refuse right when I Login.
In the first place, if I wanted to join somewhere Zwei and the rest’s place would be the best.

“We will have mercy on you! Therefore for someone like you We have prepared even the lowest of openings! Be grateful and come to Our Guild!”

O, it’s getting to a good point, and the amount of kara’age is also about enough.
Then, it’s about time to put out the stall *ne*.
A, I almost forgot.

“I will have to refuse. Then if you’ll excuse me.”

We immediately left the dumbfounded Nethar, who could only respond to my refusal with a “We-?”, and carried the food to the place where you can put up a stall.
I didn’t hear about 90% of it, but is he serious with that kind of solicitation?
When not accepting a persistent invitation, it’s best just to leave him like that; we’re wasting time.

“More.”

… whack.

“Stop that.”

Exactly how much can the Queen eat!? Every single piece of the kara’age is pretty big, and she’s already eaten 4 of them …
Aa, now that I think about it, the reason I started making this kara’age was because that guy was still having difficulties with food, that big sheep Fairy

partner.

————————————————————

I set up the stall and lined up the goods in one go. But somehow …

“Isn’t it about time for you to go back?”

I try and ask the Queen, but

“Nope.”

Was her only response; oi oi …
Even though originally you’re an existence that’s not supposed to be here meandering around here.
Since she’s not wearing the dress and crown, nor carrying the staff, that she had at the time of the Event, it looks like no one around has realized it, but … whatever I might say, this one is a beautiful woman.
As expected, she has that aura, or something like that, and it really stands out *ne*.
Myself? It’s like I’m in the position of the candlestick, the Queen being the flame.

There’s nothing I can do, so conversely let’s boldly walk around town.
Because being weird and looking around restlessly would stand out more.
Going boldly will let us blend in with our surroundings more naturally and not stand out.

“So, did you also want to acquire food to some extent?”

I try to suggest an objective; certainly, since she said she’s sick of sweet things, if we do something or other about it she’ll probably obediently return.

“*Uu~n*, that’s true, we should do something about it *na*.”

————————————————————

Since there was no helping it, like that we spent about 30 minutes walking about the player’s cooking stalls that were around.
Even though it’s cooking that uses the same meat, since the flavorings are, as expected, different, it was a good experience.
The somewhat stingy Queen also bought food for takeout.

“Anyway, with just all of this, it should be enough for you for now?”

There are at least 30 kinds of meat and vegetable cooking collected together.
Since a large river or sea hasn't been found yet, there are no fish dishes.
Even if they were found, there's still no existence of a fishing Skill.

"Un, with this I can do my best and face the future."

Good grief, it was unexpected expenses, but *maa*, I guess it's fine.
In order to avoid standing out, right now we're on the outskirts of town.

"I'm just gonna say this once; don't up and poof over here often, since it stands out."

If a thorn's piercing you, you need to take it out immediately, but in spite of me saying it …

"Right then, see you later~"

Are the words the Queen left behind when she left with Teleport.
This is a troublesome Ring, this thing is …
With a single sigh, feeling like my happiness is running off somewhere but I shouldn't mind it, I head over to the forge.
It's just about getting to a point where I absolutely have to improve the Blade Shoes.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv45
[Cooking]Lv50 ↑UP
[Stealth]Lv38
[Physical Ability Reinforcement]Lv16
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv28 **[Blacksmithing]Lv30**
[Alchemy]Lv40

ExP 14

A/N: The Queen this time appears to have lots of responsibility for throwing Earth's life into confusion.
Even though she's supposed to be a sub character she's moving around on her own …

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1. **technically she says, "and then you tastily eat what has just been finished," but since there's kind of an English colloquial saying of, "get it while it's hot" that has the same vibe and meaning, I went with that.**

<T/n: Thank you JL for your donation!
Vending Machine will be coming along shortly. It's taking me a bit to get used to the author's style of writing.>

Tampering Greatly with the Blade Shoes.

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: What appears to be the most popular are these Blade Shoes.

Tampering Greatly with the Blade Shoes.

“Heave-a-ho! Heave-a-ho!”

I am again in the tunnels around Nexia mining ores.
At any rate, my consumption of Light Metal has intensified to the point where if I don’t come to mine it won’t be enough.
The improvement of the Blade Shoes … and it’s going to a large overhaul, will use even more, so that’s why I’ve come here to dig it out, but.

“Ho ho…”

“So this is the form he gave it …”

“So you kick with this … quite harsh *ne*.”

“But it’s quite good for reference *zo*…”

Those are, well, most likely my fellow Blacksmiths, but they keep looking this way en masse, and I can totally hear their voices …

“Is there something you need…?”

With a purposefully annoyed voice, I call out to the watching masses.
Anyhow, on top of them looking this way, being able to hear their jabbering voices makes it impossible to be able to concentrate…
The voice that had said something about kicking came again.

“Nono, please don’t mind us.”

Is what it said …

“Your voices are reaching me, you know; it’s honestly really hard to

concentrate and mine for ores this way …”

With a bitter look, I replied.

————————————————————

Ever since that one battle with the Fairy Queen, the amount of players who would keep looking at my equipment greatly increased.
Some of them are probably looking because the equipment designs are pretty weird, but it seems that somehow I’m being considered the top Bow user, so there are many people who are hoping to use it as reference.

They say that rumors about people might last 75 days, but especially for about the first 10 days they’re things that will prosper.
This point is one of the reasons my sighs have increased.
To avoid standing out I’ve been avoiding fighting, but you know *naa*.
If I endure a loss, might that not flip this around? I have that kind of thought.

————————————————————

Anyway, since I’m done mining ores I turn towards the forge; continuously being exposed to people’s gazes is really tough; people like TV celebrities who go out are really amazing.

“Aa, let me look a little longer~!”

Since that voice also told me not to mind them, I ignore it.
No matter how long I let you look, you won’t be able to do work to this degree.
Even though I had to do all sorts of experiments and research to produce them …
Do they not know about the problems it took me to make this recipe? Have they forgotten?

And along with that, could it be that people who use Kick have increased?
Having received requests, are they trying to figure out how they should make it by using mine as a reference for the direction they should take it in?
Maa, whichever they’re working hard for is fine with me.
The fact that my login time is related to the time I get a bunch of crafting requests is a reality I can’t get away from *naa*…

I finally arrive at Faust’s forge.
I greet Boss who’s here as usual.

Let’s get to the task of turning ores into ingots right away.

Today as well, there are a lot of small Fire Fairies flying around.
It makes me feel like I’ll be able to make something good.

When there are a lot of Fairies floating about around you while you’re crafting, it’s easier for a good product to come out; I am envious of the people who can bring their own Fairy aren’t limited by having to rely on them…

That’s beside the point, anyway I thrust the ores into the furnace in order to eliminate the impurities so I can heartily continue on to make ingots.
Since I need to use Light Metal and Steel, for now I’ll just mass produce for numbers.
It took some time to make the ingots.

After a while the amount of ingots is enough, and finally I can … well, this should be the point where I can start producing the Blade Shoes, but …

“Um … and why would you be surrounding me so closely …?”

It’s not just Boss, there are a lot of other Blacksmith players peering in.
If anyone from outside is looking in, this must look incredibly ridiculous.

“*Maa* it can’t be helped, ‘cause right now you, good sir,[1] are the player to keep an eye on *na*!”

For Boss to say that, *uummu*, it means that in the end I just have to accept this situation … it’s not like I wanted to be famous!

It can’t be helped, so with a “Stand back a little further please, *na*,” warning, I got started on the Blade Shoes’ 2 stage production.
I’ve already gone through all the hardships with making the shape of the shoe portion last time, so that is largely averted.
It’s just, instead of the iron, by making it mainly out of the light-weight Light Metal, I will be able to increase the amount of overall armor part that covers the shoes.

The result is an increase in stability in the security from before; just as planned.

The spikes made for the bottoms of the shoes … no, honestly they’re more like stakes, I will make out of Steel.

On top of that I will twist them like a screw, in the manner I had developed when I was making Twist Arrowheads.
With this it should put out more attack power than regular stakes.
It's become even crueler, but in this circumstance it's fine, so let's do it.

And finally it's the Blade, the cutting part, but here I'm going to make a huge change.
Last time I put them on the sides of the shoes, but this time I'm going to cut that part.
No matter how I used it before, my kicking form was contorted and it was by no means adaptable.

Now then how should I do this … in the front and back the shoe will be 4 blades total extended and shaped like fangs, and then on top of the foot, about where you would kick a ball, are 3 twisted stakes, attached in a somewhat even fashion.

In other words, at the ends of the feet with the 4 fang-like blades equipped evenly spaced out, when kicking an opponent, there's the possibility that the fangs would be driven in as the stakes gouge out.
With this kind of shape, my kicking form won't have to be contorted, and compared to the length of the blade that I've had until now, the sharp parts that can cut have the possibility to be longer, so the attack power will probably also go up.

In addition, the fang-like blades at the tips of the feet are an inset-styled design to be able to swap the out easily.
With this, the sharp feel of kicking falls, but the flexibility of being able to immediately swap them out is born.
This is also a part that's different from the previous time's Blade Shoes.
The previous Blade Shoes had a lot of faults, but I got a lot of good data from them.
They also served meaning as a challenge.

Now then, I'm done figuring out the form, now all that's left is to make it.
Since I wanted to make the stakes twisted, with some difficulty I steadily began to produce them.
The bottom of the shoes have 7, the tops 3, so with both feet all together there

are 20.
Being made out of Steel, that's another reason these items are so time-consuming, and for that reason I laboriously make them.
All the people surrounding me are being noisy, but if I try to fight them again it will never end, so instead I go full-force ahead with crafting.
By the way, the stakes on the bottom are about 2 cm long and the ones on top are 5 cm long.

Next is the fang-like blades.
The ones pointing forward with be full blades, while the ones pointing backwards will have about the back half of the blades made.
Since they're shaped like fangs, it's unavoidable that they become thicker little by little around the part where the force is applied; and just like that it's easily a fang.

The inset part was inserted from the front of the fangs' root; like this I'm prepared so that I can make them longer or fix them.
Now I need to make a slot in the front as a spot to attach the fixture in and check the stability of the fixture.

The fangs are about 5 cm long.
To some degree, because the actual blade is curved, the true length is a little longer.

I swing my hammer many times to make everything; if it's wielded poorly it will bounce.
In the end it took over 1 hour before I finally finished all the parts; after this all that's left is to attach each and every one to the main shoe part.
Even though the new fang-shaped blades, in particular, had many parts to be uneasy about, I more or less got everything attached safely.

—

Fang LegBlade

Added Atk+29 Added Def+10

An attachment made of Light Metal with a Steel blade, when equipped to Leather or Light Armor shoes, Kick powers are increased; if it's not a equipped to shoes, it has no effect.

Also, if the Kick Skill is not 30 or above, it is impossible to use.

Quality 6 Reduces damage reflected due to Kick
Deals Bleed to opponents on occasion
Increases weight
—

Somehow or other it took form.
Around me, “Oo~…” and voices like that were raised.
I was a lot more comfortable when they went, “He’s making something weird again,” though *naa*.
Regardless, these attachments will increase my kick attack strength by quite a bit.
The LegBlade Prototype attack strength added was +12, so this as quite the large increase.

But as expected, it’s still a long ways away from the more popular weapons, so it will still be difficult even though I made this one thing.
No matter what, the excessive waste of resources and consumption of time is unavoidable.

It’s time to equip it, and in front of the people watching, I lightly tested out the feel.
The parts that cover the iron has increased, but the increased parts are made of Light Metal, so in actuality the total weight isn’t all that different from the Prototype that I had been using up til now.
If anything it’s become a bit lighter; no matter how many kicks I did, there wasn’t any uncomfortable feeling from the weight.

What’s different from the Prototype is that, since the stakes and fangs are laid out so that they will stab when you kick normally, there’s a good feeling, that is, there’s probably no feeling of hindrance when kicking. From now on, this guy’s going to be my kicking partner.

Now then what should I do, with how to treat the Prototype that I’ve used up until now.
I can’t just leave it here; it’ll be turned into research material.
In the future I’ll turn it back into ingots, so for now let’s put it in the Item Box.

It’s done its best up to now, and now that it’s finished its duties it’s going in the trash; it’s rather sad, so for this guy too I say a word of thanks and parting, like I did with the bow previously.

SKILLS

[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv47 ↑2UP
[Cooking]Lv50
[Stealth]Lv38
[Physical Ability Reinforcement]Lv17 ↑1UP
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv28 **[Blacksmithing]Lv33 ↑3UP**
[Alchemy]Lv40

ExP 14

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

A/n: And so, the second stage of the Blade Shoes I’ve gotten a lot of feedback from has been unveiled.
It was a pretty difficult delivery.

---

1. **omae-san –Boss just calls him “you” in a kind of manner that’s teasing him about being important (also can be used as an insult for someone getting too big for his britches, but considering the dynamics of their relationship it’s more likely that Boss is just messing with him). Because there aren’t many synonyms for “you” in English, I played up the “teasing” factor a little bit.**

<T/n: Thank you AB and CL for you donations!>

The Majority of Bow Users are … Right Here.

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: I noticed that there's the opinion that this is difficult to read, so this time I've changed the way I write.

The Majority of Bow Users are … Right Here.

The next day when I logged in, I received a Mail. Its subject was [The cloak is done yo~].
So it's finally finished; I immediately head over to receive it.

"Okay, here's the finished item *desu*. Since you provided your own materials, its 5000Glo *ne*."

The one who said that and showed me the finished item is a Leather Craftsman player.

"Oo, this is a really nice item *na*, my thanks."

With that little exchange, I handed over 5000Glo and received the cloak.

—
Bear Cloak

A cloak made primarily of Bear pelts.
It has the effect of reducing attacks from behind.

Quality 9 Def +15
Reduces Back Attack Damage (Medium)
—

Amazingly it's got a Quality of 9; is 5000Glo really ok for this?
When I tried to confirm it, the response I received in return was to not mind, and if it bothers me, then I should just take it and use it with appreciation.
Now then, just when I had decided to hurry and go hunting, one more Mail

came.

“The sender is … Ayame? … I don’t remember anyone by that name *naa*?”

While puzzling over it in my head, for now I check the Mail. If it was mistakenly sent, then it should be fine if I immediately delete it.
While checking the Mail, the next sentences corrected my assumption.

|[My apologies for the sudden Mail. I serve as the Apollo’s Bow Guild Master; Ayame is my name.
At this occasion, I have just confirmed that Our Guild has committed a disgraceful, great inconvenience to you that centered around Nethar, and I have hurried to write this Mail.
We would greatly like to apologize face to face, so if you would somehow give us a call we’d be grateful.]|

Ua, it’s an internal dispute; it totally sounds like there’s been some disagreements …
Simply ignoring it would be simple, but this has the feeling that doing so will also bring lots of complications …
I guess I’ll have to go, though it’s troublesome.

Now that I have resolved myself, I launch Whisper Chat; the Whisper is to this Ayame.

[“A-, thank you for accepting this sudden Whisper; is this the Ayame-san who sent the Mail?”]

I check just to be sure.

[“A, you must be Earth-san *desune*; we greatly apologize for this occurrence, I am called Ayame, the Apollo’s Bow Guild Master. Right now would it be acceptable with you if we take some of your time?”]

Right now is fine; I want to hurry up and get rid of this problem right away.

[“That’s fine, please specify a location. But please don’t make it your Guild Room.”]

Because within the Guild Room would be really troublesome … I just don’t have that trust with them.

["I understand … then, please come here."]

She sent me a Mail with a map marking the place, and we ended the Whisper Chat.
Now then, it wouldn't be good to make her wait too long so I should hurry up and move out *ne*. The specified place was the second floor of a certain NPC's shop.
I guess it's a good place to talk since people rarely go there.

When I arrived at the specified place, there were already 3 men there. …Huh? Because the name was "Ayame", I was certain that she was a woman but …?
Tilting my head, I ask them, "Are you people related to the Apollo's Bow Guild?"
When I did, the person sitting in the middle stood up …

"Greetings. I am the Guild Master, Ayame; it is a pleasure to make your acquaintance."

Was the greeting that came. To make it easier to understand, it's a Taka○zuka[1] like beautiful woman in men's wear. That surprised me.

————————————————————

"It's embarrassing to reveal the private affairs of Our Guild, but that is what we are to discuss…"
With that preface, Ayame-san began her story.
First of all, it looks like the reason for the establishment of Apollo's Bow wasn't for the salvation of Bow users like Nethar said, but a Guild that Ayame-san established during Open Beta, with the intention of gathering Bow users to play leisurely.
What did they do for the funds?
When I posed that question, it seems like in Open Beta, in order to hype up Guild making there was an event, and they could establish a Guild for cheap. And so a Guild that gathered some number of willing Bow Users was established.
It looks like they were planning on, when the Bow users increased at the time of the Official start, approaching them and guiding them in how to play with the Bow.

"And then the Official Service began, but …"

Saying that, Ayami-san let out a sigh.

“Thanks to the Wiki information, all the potential Bow users were basically weeded out, and on Opening Day itself …”

The bitter memories from Opening Day are coming back to me.
I had gotten involved with that Mohawk-gang party (though I’m only calling them that because their behavior resembles it)[3], and got harassed on the basis that the Bow was absolutely no good.
And since they did it in front of so many people, it was truthfully quite painful.
With that, the other people who had selected Bow probably thought that just carrying the Bow would definitely get them harassed.
No matter what you say, harassment between players is a painful thing.
Even if it was just because the Bow is hard to handle, the people who knew this information previously would even more likely avoid it.
For other people, the compulsion I had to defiantly take up Bow no matter what would be tough to handle.

“Even so, there were still Bow using players here and there. We called out to those people, saying it was fine if they joined is, and those people entered the Guild; we became a Bow Guild that was careful to avoid the gazes of others.
We thought that it couldn’t be helped before the criticisms towards Bow weakened.
At that time a certain video was uploaded; a video of the PvP between a Great-Sword user and a Bow user.”

So it’s me again … have I been unconsciously raising flags all the time …?
Even though there are a lot of people who wait to properly line things up, those guys came to completely disturb me by giving me the full works of their extreme oppression. And then, at the final stages, they ‘gifted’ me one last PvP in order to fight…
Although you could say that I only had a winning chance in PvP was because they thought the Bow was weak…

“Because of that video, all of us were extremely excited; the Bow that was continuously called weak had defeated a Great-Sword user. Accurately shooting out the opponents weak spots will be more effective. For us, that one battle had

confirmed that from now on into the future, the Bow will be able to make it.”

Of course the people who saw it would figure it out …

No matter how you look at it, the final blow for victory was kicking the arrow stuck in his face even further in, after all.
Come to think of it, it was from then on that my fighting style got brutal, *na*.

“After that video, the people who knew of our Guild’s existence and came over increased. With that, before we realized it, there ended up being over 200 people as Guild Members.”

At that statement, I just had to raise my voice in reaction.

“Tw, 200 people!? Even if we’re talking about the large-scale Guilds, they’re at best a little over 100 people, you know …?”

Between players, the scale of the size of the Guild is, up to 20 people is small-sized, up to 50 people is medium-sized.
And then anything over 100 people is thought of as a large-sized Guild. Even though it’s like that, for it to surpass 200 people is …

“Yes, before the Fairy Event began, I believe that just about every person who used Bow was in our Guild. I believe the exceptions, like Earth-san, were few in number. Whenever we went hunting, we’d bring sub-weapons like swords and staffs, and when there wasn’t any signs of people around we’d switch to Bow and raise the Skill Level that way.”

… Is that why I never saw any Bow users besides me …?
At the least, other than immediately after that PvP and now, after the Fairy Event ended, I hadn’t seen a Bow user other than me even once.
Thinking like that, the plan of this girl, that is Ayame-san, worked …

“… To be honest, we were very envious of Earth-san. Regardless of anything that was said, you carried the Bow and you fought with the Bow. For us … it wasn’t something we could replicate. We were afraid to be seen as Bow users. Of course we had a deep regard for Bow, but we didn’t have the courage to proudly show it.
… that’s what probably started it, that is, the formation of the faction that centered around Nethar.”

Finishing her story up until there, Ayame-san let out a deep breath. The people to the right and left of her haven't said anything.
They're probably something like Ayame-san's confidants.
Since she seems tired, I pulled out a Potion juice from my reserves and passed it over to her; when she began to bring out money, I interrupted it with a, "This time it's fine."

"Thank you very much … I'm sorry that this story's gotten so long. Nethar and his group began to worship you.
Something like, 'that man is absolutely necessary for this Guild."
And then, after you achieved victory against the Fairy Queen in 1 vs 1 combat, I'm sure he thought to pull you into the Guild using any means possible.
… I only first heard of everything after he had already approached you.
The result was that I was unable to stop the aggressive solicitation towards you, and for that I'm terribly sorry …"

Saying that, she went and lowered her head. The two men left and right of her also said, "We are terribly sorry," and bowed their heads deeply.

"… If it's like that, I understand your story, and I also accept the apology. Please be assured that I don't hold you guys at fault … it's just, what are you going to do about Nethar and his faction?"

It doesn't seem like they minded my refusal from before, and I understand that the Apollo's Bow Guild itself isn't that self-righteously aggressive at all, so there's no need to persistently blame them. It's just, I want them to at least be able to check the movements of Nethar's group.

"… Currently they are being penalized. We aren't stopping them from scouting people, but we have frozen their power to invite people.
And naturally, we have already demoted Nethar from his position as Vice-Guild Master to a normal Guild member. Furthermore, we did not exile him from the Guild.
I was thinking that before exiling him, we should give him a suitable penalty within the Guild and take responsibility.
As for anything further, we were going to restrain Nethar's faction, but …"

Aa, so they weren't going to take the easy way and simply exile him. Then I

don’t have any complaints.

“That’s more than enough; I don’t have the slightest problem with it.”

From this single statement, for the first time Ayame-san, and the two men left and right of her, let a clearly relieved look show on their faces.
This issue was really unpleasant after all… , I completely understand their feelings.

“Is it alright to say one more thing? That battle against the Fairy Queen was truly splendid.
At the time when your victory was decided, all of us gratefully gave you a standing ovation.
The Bow has more than enough promise, it has potential, those where the feelings we gratefully took from it.
From now on as well, definitely continue on, flourishing as the forerunner of Bow users.”

————————————————————

Leaving that behind at the end, the talk finished and Ayame-san and the others parted.
For now, I understand how this situation came about … there really was a lot of places that were influenced by that one fight with the Queen.
For a little while longer, it seems like the invitations won’t stop coming, from all sorts of places *na* …
From the devs there’s an expansion update coming, and the players’ second call to arms seems to be hinted to be close, so now that I realize it, I don’t have time to waste.
I guess I will turn my hunting into my training regiment today as well … I don’t have even a fraction of the intention of being the forerunner, though.

SKILLS
[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv12
[Farsight]Lv47
[Craftsmanship]Lv47
[Cooking]Lv50

[Stealth]Lv38
[Physical Ability Reinforcement]Lv17
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv28 **[Blacksmithing]Lv33**
[Alchemy]Lv40

ExP 14

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

A/N: Because of the opinions that I cut the story by starting a new line, I limited myself and tried to reduce the number of times I started a new line.

In addition, the reason that Bow users rarely entered Earth's line of vision has been demonstrated.
It's because that lady has her own way of thinking.
The debate on which way of thinking is correct doesn't have any meaning, since both are correct.
Also, I was thinking of making it a gathering of idiots at first, but that would have too much so I reconsidered.

Also, I was thinking about writing an activity report about the casualties from that challenge soon; please look forward to when I put it together.

---

1. **Takarazuka – The name of a professional theatrical performance group that consists solely of women performers. So, naturally, the male roles are crossdressing women. When Takarazuka is mentioned, the cultural implications are:**
   1: The one used here, that it's a beautiful woman who is very attractive crossdressed as well, usually with a "prince" like atmosphere.

2: The other implication is of female obsession on a crossdressed woman, sometimes referring to lesbians, sometimes just crazy fan-girl-ism. While this isn't how OVRMMO is talking about it, well, the more you know.

2. **"the Bow user sprouts were largely plucked out" – is the literal.**
3. **If you didn't read the chap 2 re-translation, "Mohicans" in Japan refers to delinquent gangs who styled their hair in mohawks, though mohawk-gangs are a little outdated in Japan It's basically calling them "Mohawkies", but with a more negative connotation than Western perceptions.**

<T/n: Thank you GOGET and EAGLE0108. And I just realized ko-fi puts the names all in caps, lol.
As for the A/N: You may not have noticed any changes, but for the record, the author actually used to put line breaks in the middle of sentences too. I automatically take out those line breaks because there is no good way to work it in, though it makes just about as much non-sense in Japanese as well. I'm glad I'm not the only one who wondered why the author did that.
It was really tough to translate this time; the discussion between Ossan and Ayame-san just kept dragging on and on and both of them used difficult words… (I have a short attention span). I can only imagine the horrors of translating this discussion in the manga, when you can't copy and paste the fancy words into a dictionary.>

The Footprints of the Next Generation

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

The Challenge from the Dead pre-preparations.
As well as the siblings of the ridiculous crafted equipment preparations.

The Footprints of the Next Generation

After a long time, there's an announcement from the devs about what's considered to be the 2nd great combat area and player upgrades.
For the server's stabilization they finally arranged for a line-up of optimizations, and now it's become possible to receive twice the number of people; in order to make the custom VR's necessary equipment more stable as well, they finally decided to order additions.
With that, after last time's maintenance, they had added another abnormal status.
The [Break Arm] status, to put it simply, is when you put your opponent in a state where he is unable to hold onto held weapons or shields; it's that kind of brutal abnormal state. Of course the conditions were announced; one way for this condition to occur is if the hand and arm is effectively stunned or petrified.
And one more way to end up in this condition is if you take the greatest damage, 25% or more of your HP, on your hand or arm.
And once it occurs, the result is that you will drop your equipment, and continue to be in a state where you are unable to pick it up for several seconds.
But, monsters and other players will not be able to steal the dropped equipment.
… For those who have had their rare equipment stolen before, they can rest assured.

Following that, they also announced the highly anticipated addition with the next update; the completely random dungeon titled [Challenge from the Dead] was going to make its appearance.

A randomly generated dungeon with a 1 hour time limit, the goal would be to see how far you can delve.
By the way, the first goal seems to be the first 10 descending floors.
'Random' really does mean completely random, so there could be a light forest map, but there could somehow also be a dungeon-like dark map there as well; they also announced that there's also a large variety of traps, including traps whose gimmicks have never been seen before; if you just try to go forward with brute force you'll soon join the ranks of the dead, or that's what the PV has been showing all this time. The devs are brutal as always.

It's certainly a PV aimed towards advertising the 2nd great combat additions, but …
That PV has collected together all the actions of players that have stood up until now.
The people whose faces came out that I knew were Zwei, Grad, and Silver also made an appearance.
… As for myself, they used the sequence where I defeated the Fairy Queen in the PV.
It doesn't really show the Fairy Queen well, but from the whip's restraint to the bow&kick combo, all of it's there. Don't show everyone that ~!
Even if I yelled that there's no way I would get it to stop, even though I have a bow that I can only have in a fantasy.

————————————————————

Anyway, in order not to lose against the devs' brutish ways, I'll have to put my battle abilities in order.
When I think about that, from hereon I predict that a shield is probably going to become necessary.
I expect that only being able to evade to defend myself is going to make things way too harsh in the future.
Not to mention, since the usually solo me has a high tendency towards playing solo, there's no way I will always be able to make surprise attacks, and with the new dungeon that's going to be even more likely.
… But you know, having a regular old shield isn't really that interesting, *naa* …?
Anyway, the type you carry by hand is obviously rejected, since if I can't draw my

bow there's no point; as expected it's going to be the type you stick on your arm … if I do that then the buckler-type, Small Shield would be the safest.

And from here the true strength of the strange-weapons maker can be demonstrated.
Even though I knew about a good bow, I couldn't implement its mechanisms in the X-Bow; the compound bow, that is.
Using pulleys, it's easier to put more power behind the draw of the bowstrings; truly a bow with nothing to criticize, but no matter what I did it was impossible to work that mechanism into the X-Bow, so I let that one pass.
But next time I try to craft a bow lets use that mechanism …
Anyway, since crafting will raise the Shield Skill to some degree, let's begin crafting.

Previously I've been gathering meat dish materials and practicing with the shield steadily in repeated battles.
Carrying a hastily made iron shield in my [right hand], I defensively received opponents' attacks with the shield, and the Skill Level grew steadily.
As for why the right hand, it's because I'm planning on equipping the shield to my right arm; anyway, I wasn't planning on making a straightforward shield to begin with so it doesn't matter … I'll probably be standing out in a bad way again, but I'll just ignore that … aa, ignore that!

For now I've upped my Shield Skill to about 5 on Wolves, so now I'll use Rock Ants in the forest to raise the Skill further.
These Rock Ant shells might also have some merit to use, so I'm also collecting materials at the same time.
Naturally, I'm using Thief Skill's Radar to properly keep an eye out in order not to pull other Rock Ants in by Link.
The result was spectacular; in an instant the Shield Skill shot up to 25; the initial Skills really do level fast.
Assaulting Kick also shot up by 4, so here's a pretty nice spot; if I come here again tomorrow I bet I'll be able to advance and specialize in the buckler-type Small Shield.

By the way, the Shield's next specializations are Small Shield, Medium Shield, and Big Shield; Medium Shield corresponds with things like kite shields, and Big

Shield corresponds to things you can pretty much hide your body behind, like tower shields.

After I returned to town I transferred to Nexia; my objective is an Advanced crafting set.
With Cooking finally reaching 50, I've advanced on to the next level, Advanced Cooking, and I've finally become able to use the Advanced crafting set.
With this it looks like I'll be able to make steamed items, so I intend to try to make meatbuns. For that reason I bought cake flour-like wheat flour; after this will be more experimenting. Though I have doubts whether I'll have the time …

Now is the task of crafting ingots; anyway, if I don't make them I can't proceed.
In order to make the compound bow, it looks like I'll need a mountain of materials again, and on top of that I've already decided on the deformation mechanism I'll be needing to some degree for my own compound; anything beyond that will just be unnecessary time and effort.
And then, because I'll have to make arrows strictly for the compound's use, I'll be using up even more tons of ingots … no matter how much Light Metal I have it'll never be enough …
Once I make one of them the rest will be easy, but the fact that the first step is especially difficult is a reality that doesn't change even if we're in "One More's" world.

… Even more so in making the reverse bow[1] … I bet, when I finish it all my blacksmith buddies will definitely ask, "Can you even use this thing?" *Maa*, there should be no problem; since it's a battle weapon designed specifically for me, then it's fine.

In the end, today I only hectically moved around collecting materials and raising the Shield Skill.
The Dungeon addition is in one week; it has a feel to it, like challenge yourself on how far you can raise your battle power by then.
After I choose my Shield specialization, then I'll probably concentrate full-force on crafting the compound.
Looks like Cooking will be done in between as a break …

SKILLS

[Wind-Blown Hunting Bow]Lv1
[Kicking Assault]Lv16 ↑4UP
[Farsight]Lv47
[Craftsmanship]Lv47
[Shield]Lv 25 (NEW!)
[Stealth]Lv38
[Physical Ability Reinforcement]Lv17
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv28
[Blacksmithing]Lv33
[Alchemy]Lv40
[Advanced Cooking]Lv1 (NEW!)

ExP 7

A/N: There have been comments coming in here and there saying, “What about the compound bow?”
But in order to use it here I couldn’t use it for the X-Bow.

The ridiculous equipment will soon increase in comrades.
In other words, Earth has completely charged down the path of unique weapons.

---

1. google reverse *compound* bow, or else you’ll only find pictures of ships with reverse bow.

<T/N: Thank you LYNKZ and ROBERT for your donations! (and no I don’t have a patreon atm)
Sorry for the delay, and then it’s a short chapter too … ugh. rl’s been a bundle of stress, but now that I don’t have to call people every hour until sht gets done

and we’re not in danger of things we’ve been planning for months falling through at the last damn second because people won’t answer their phones, I’m back to translating.
Slight mistranslation in previous author’s notes. The author stated that he was preparing for the “Challenge from the Dead.” Sorry. It was a little confusing until I realized it was a proper noun. So “casualties from that challenge” is actually “Challenge from the Dead.” It’s not that not-understandable of a miss, right? … right?>

Because it’s a Game I’m going to Completely Ignore Common Sense

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: This time’s weapon was a challenge for Earth’s limits.
Like the title says, it’s a weapon that seems like it would be pointless if seen in reality.
That weapon is impossible, you can’t use it; if that opinion comes, “Just as planned (smug look),”and a dark grin will appear.

Because it’s a Game I’m going to Completely Ignore Common Sense

From mining, I’ve gathered together Light Metal and Steel. Finally, I can get serious and continue with the production of the shield+bow.

Before crafting I went out and defeated the final Rock Ants, collecting their carapaces for use and at the same time I also chose my Shield specialization.
Like I thought before the specialization, it has to be Small Shield; with this the pre-preparations have been taken.

First off, let’s try making a regular compound bow.
Since the blueprints from Real originally use wood as the main parts, I’ll try making it like that.
In the end it’s a prototype so the general crafting procedure is my maximum priority.
It’s not like it will cause a problem if it ends up being unusable, since it’s enough as long as I figure out how to roughly make its form.

—
Another World’s Bow

A bow that could not have been invented by any method thought of from this world.
It even uses pulleys; the principle is unknown.
However, the power and shooting accuracy is particularly high.

But, on the other hand, if the arrows used are not its exclusive arrows, then you can't make use of it.

Quality 3 Atk +38
—

Somehow completing it with a Quality of 3, and finishing it with just the bare minimums, and it already has this much attack power, huh … it might be good enough to sell right now to the large crowd of people who are training with Bow … but that's no good; the cost of the arrows is way too high, so in the end the threshold for them to continue forward would be too high.
Anyway, today we'll just end it here.

No matter how many times I draft the transformation device, thinking of both making the degree of crafting difficulty as simple as well as the degree of difficulty, the most effective form would be to fold from the center, so when you pull it the bow will return to its default shape.
Since I'm not thinking about directly holding it, there is a transformation device I can use. This day was over after only thinking about what to do.

––And then the next day. In accordance with the blueprints I crafted the transformation-style compound bow.
Along with that, in parallel with the bow, I also crafted a small shield of wood.
The finished form is a normal-looking small shield, but before it transforms it's hiding a bow which, once transformed, will somehow or other appear to be a bow with the finished form of [being propped up by the right hand and shot with the left].[1]
Of course, once it's done I'll probably have to practice it well, but since the compound bow has a trait of being easy to aim, so when I think about it, this much ridiculousness is still possible.

The shield's shape adopts a 5-sided shape, and through the middle it's divided into two separate divisions.

Above this section is a board covering up the cut to hide it.
With this, during transformation, with the part around the wrist area as the origin and pivot point, the shield will split left-right and transform, and the board that hides that section will rise up.
The compound bow is prepared underneath the shield that has split left-right with the transformation device; after transforming the shield takes on the bow's form.
After that turn it 180 degrees on the arm and grab the inner part of the bow to shoot!

The finished form will use mostly Light Metal and a portion of Steel, but since right now I'm making the prototype I'm making it completely out of wood.
But when it's completed I want it has to be a quality item that can be used immediately, so of course I craft it seriously.
When I finish this, the blueprint's true point will finally be finished.
Naturally this wasn't finished in a day; it took 2 days for me to be satisfied with the result.
A handle with a built-in string is under the shield in order to make the transformation; to transform it; pull that handle with your left hand, and after you pull it, grab it with your right hand in order to preserve the transformation.

—

Transformation Shield Prototype Form

A shield furnished with a transformation device, its abilities compared to a pure shield has fallen.
However, it hides its true abilities that will appear after transforming.

Quality 4 Def+8
Ability to transform

↓

Underworld Bow Training Prototype Form

Hidden behind the Transformation Shield is the form that will expand into Another World's Bow.
For the sake of training, there is a Hunting Bow on the small side attached to the back of the small shield, but Another World's Bow's abilities, and therefore its

capabilities in bloodshed, is great.
It is only possible shoot with arrows designed for this use.

Quality 4 Atk +38
Def +3
—

For now it's finished, but now I'll have to work out the details.
I decided to stick Rock Ant carapaces on the left and right of the shield so that they jut out a little in order to protect the compound bow; I'll probably have to squash out the other numerous defects or the Quality won't rise.

That being said, the new dungeon addition is finally drawing closer, and I'd like to finish it by then.
To get it to this stage already took 4 days; it's become quite the tight schedule.

Dawn the next day; it's already been 5 days since I began production; if I don't finish it by today then I'm going to be in a bad spot for time.
The shield part is fundamentally Light Metal; the plate part that covers the divide is made out of Steel.
The compound bow is crafted completely out of Light Metal; if it weren't for the existence of Light Metal with its elasticity, my equipment would probably be a lot poorer.

Since I've already finished the designs and such during yesterday's time, making the parts took some time, but the assembly was fast.
I continue to pound out the necessary parts for assembly, and I also attached the treated Rock Ant carapaces to the left and right of the shield as reinforcements; with this the shield has become a size bigger and the compound bow is now completely hidden.
I dyed the Rock Ant carapace parts on the left and right blue, and with the Light Metal's dull blue and blue light reflections, the shield has taken on the appearance of being decorative.

—
Secret Light Metal Shield

A small shield made of Light Metal with a hidden device.
It has more than enough abilities as a shield, but there is a hidden device built in.

Quality 6 Def+25
Possesses transformation abilities
Right-arm exclusive equipment

↓

Secret Another Bow[1]

The revealed form of a device that was hidden. It's a bow that is smaller than a hunting bow, but its killing ability and accuracy is high; however it has the disadvantages of only being able to use exclusive arrows.

Ability Change Atk+60 Def+5
Possesses transformation abilities
Right-arm exclusive equipment
Accuracy compensation (weak)

—

With this it's finally completed … it took forever, seriously.

I check and repeatedly test it to make sure that the transformation device has no problems in its movements, and finally take a breath.
A new special ability came out; accuracy compensation (weak); this seems to be related to the compound bow's pseudo-scope that I had reproduced.

Let's hurry up and test-shoot. I've made a mountain of Light Metal, exclusive-use arrows, so let's continuously try and shoot them.
At first, as expected, with the action of the right hand propping it up and the left hand drawing, the aim is largely off, but even so, with my experience, Skill Level, and the accuracy compensation all together from shooting mountains of arrows up until now all added together, even though it's this ridiculous bow, I am still able to hit. This is an act that I definitely couldn't reproduce in Real.
With this, even if I receive Break Arm, my ability to make long-distance attacks won't be annihilated immediately; of course not receiving the status at all would be the best, but you can say that making preparations for this kind of thing wouldn't be wrong in the slightest.

The more than satisfied me changed all the leftover Light Metal into crafted exclusive-use arrows and then logged out.

At long last the new dungeon addition called Challenge from the Dead is at hand.

SKILLS

[Wind-Blown Hunting Bow]Lv2 ↑1UP
[Kicking Assault]Lv17 ↑1UP
[Farsight]Lv47
[Craftsmanship]Lv50 ↑UP
[Small Shield]Lv 3 (NEW!)
[Stealth]Lv38
[Physical Ability Reinforcement]Lv18 ↑1UP
[Thief]Lv33
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv33 ↑5UP
[Blacksmithing]Lv38 ↑5UP
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

A/N: And so, a shield that hides a bow behind it, this ridiculous equipment has exploded onto the scene. With this there won't be any new equipment crafting for the present … that would be nice, naa.

Let me explain the transformation once more;
When you need it, pull the handle on the shield.
↓
Once you do that, the shield will have a split left-right, and the hidden bow will expand.
↓
The pulled handle is held by the right hand, maintaining the deformation.
↓

Like that, turn the outer part 180 around on the arm so you're now holding the inner part.

↓

After that you pull the bowstring with your left hand and shoot.

Is how it is; this thing, it's definitely impossible in reality.

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1. The bow is not held, it is just being held up by the hand (like, probably by the wrist)
2. That is literally the name in katakana/English(rish), so I'm leaving it like that.

<T/N: Thank you RiahW and Ed for the donations!

Good news: Next chapter we start the chapter the manga is on. (Not quite caught up yet, but closer.)

Bad news: Sht hit the fan in rl for me, so things are … not necessarily debilitating, but things are busy over here. During this time, I'm reducing my (already sparse) comic updates to give more priority for translating and stuff, but don't look forward to the releases-in-quick-succession I sometimes do … My busy-ness should die down in a week or two.>

The Dungeon and Sentai Heroes?

]

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: At long last it’s the beginning of the dungeon attack *de gozaimasu.*
And also getting carried away *de gozaimasu.*

The Dungeon and Sentai Heroes?[1]

When the maintenance ended, at long last the Challenge from the Dead has opened. And, in order to participate in the 2nd Great player combat area, the Faust city is instantly packed with hordes of people.
There are people who supply the items needed to challenge the dungeon, and the opponents of the people who supply the items, the players engaging in business transactions.
And of course, with all these new participants coming back to Faust … it’s overflowing with energy like it was on opening day.

Even so, around the time when I finished work and logged in, it probably already calmed down to some degree, though.
I, as well, to prepare to challenge the Challenge from the dead, I already made my own recovery items, and the number of arrows I readied are more than enough. I have properly made Another Bow’s exclusive arrows for production.

—
Another Arrow

Another Bow’s exclusive arrows. It is not able to be fired from anything other than Another Bow.

Quality 5 Atk+10
Another Bow Exclusive Arrow
—

This is the one for production; I had shot a number of previous arrows in test shots, but aside from small-fries, they're completely useless things against opponents so I'm just not going to introduce them.

————————————————————

Also confirming the amount of Enhanced Oil I have, I head to Nexia. Since the Challenge from the Dead exists to the north-side of Nexia.
And it looks like I don't have to worry about getting lost, because my destination is where there's a mountain of players who are all coming for the same thing. With a bit of a walk, you can see the entrance that looks like the gate to a temple. I guess in there is the dungeon.

I take my distance from the line of people continuously moving inwards and make my final preparations. Not grouping with a party alone is a beyond reckless act, so at the least I absolutely have to make preparations so that I can use items immediately when I need to.
Items good, arrows good, oils is good, equipment is also good, then charge …

"The Bow user there, wait a second-!"

… I'm getting another bad premonition, but I turn around … there are 5 very colorful people there.

"Uum, did you need something….?"

To that question …

"I am Red!" (Shing!)

"I'm Blue!" (Shing!)

"I'm Yellow!" (Ta-dah!)

"I am Pink!" (Twinkle Twinkle!)

"I am Green!" (Sha-shing!)

"""""" And the 5 of us together, we're Go[2]…"""""""

It looks like they're about to say something dangerous so I stop them in a big hurry; I abandon my concerns on why there were sound effects stuck in there.

"Stop stop stop! It will be bad if you go any further!"

They did really well to make themselves look like a Sentai squad; all of them are purposefully wearing full-face helmets and wearing armor separated by 5 colors. But man, they're really courageous, these 5 people. Even though there's such a mountain of people around, it's impressive that they're able to wear this outrageously flashy getup. And then there's this question I'd like to ask.

"… where's Black?"

Right, if you were going to have one more color for a Sentai squad, it would be Black.

"… He is, somehow today he has abdominal pains …"

Like it was punishment for a crime or something, Blue told me in a whisper. Somehow the Hero group feeling was destroyed in an instant before you realized it, but that's better.

"*Maa*, let's put that aside, *ne*?"

Pink just told us to let it pass, oi.

"Anyway, we've become a 5-person party; we were wondering if you with your solo activities would cooperate with us, and so we tried calling out to you to find out!"

Red tried to heat up the mood when it had gotten luke-warm and forcibly blow it over… *maa*, let's hitch a ride with them; either way, if I go solo I think I probably won't be able to do much of a preview.

"In other words, this is a 1-time temporary party you're inviting me to?"

I double-check to confirm. Though I don't think I'm mistaken.

"Exactly! (that is correct)"[3]

Green declares those lines that make me want to say, oi, it looks like you're picking a fight with the people who like a certain manga.[3]

"Alright, then let's move out!"

Red, the leader as expected, raised his voice and we entered the dungeon. When we entered, a feeling like we'd fallen into a hole immediately accompanied us, and then after that we had descended into the dungeon.

The first dungeon has a man-made ruins form. Let's immediately activate the Thief Skill's <Trap Detection> …

"Then, let's-""Don't move-!"

Having interrupted Red, who was lighting a light while speaking, with a yell, 5 people & 5 people's Fairies turned in my direction.
I'll tell you now; Red has a medium-sized Fire dog, Blue has a large Water bird, Yellow has a small Earth rhino, Pink has a Light wild boar piglet, and Green has a Wind squirrel.

"Looks like we're facing a really nasty map right away; in this room there are 15 individual traps."

At that single sentence, the hero sentai members became speechless.
Heroes falling for traps might be an old trope, but it goes without saying that they don't actually want to fall for those traps.
On top of that, according to <Trap Detection>, there are 4 of them that are red warnings … the last one like that was the flashy treasure chest in that little room the Fairies showed me how to get to before; in other words, it's the level that's judged to be instant death if you're caught in it.

"So that the Heroes aren't annihilated by the traps, I'll guide you, so follow me exactly …"

Carefully avoiding places with traps, I slowly proceed. Right from the beginning it's like this, a dungeon that seriously tries to kill you; it means if you're negligent you'll die instantly; if you enter all fired up without suppressing it, it won't be good.

"… Red's decision was correct; when I heard we were incorporating another person, I was worried about whether it would be fine."

"… Avoiding a crisis where we'd all be wiped out is big."

Blue and Pink chat noisily. Well, yeah, the chance you'll get a "miss" picking up someone all of a sudden is pretty high; it's something that will definitely bother you.

"Oi oi, there's no way the Fairy Queen's Husband-san is weak, right?"

!? Somehow some really outrageous words just flew out …!?

“Um, that Fairy Queen’s Husband-san is … is that about me?”

I’m afraid of the answer, but I try asking …the response returned was “Looks like the person himself doesn’t know about it,” is it fine for me to cry?

———————————————————

After escaping the trap room we found ourselves in right away, a passage came next. At this rate, this looks like a dungeon full of traps; without <Trap Detection> constantly on, it would be way too dangerous.
Red’s Fairy is giving off light, but as I thought, the range the light reaches has become small; for me, who has the Night Vision ability, it’s fine, but for the other 5 it’s probably not going so well, so it’s probably better for me to navigate too.

The formation is Red and Yellow in the front, the middle is me and Pink, and the rear guard is Blue and Green. Why is an archer in the middle? There’s that kind of opinion too, but in a dungeon a rear attack is the most frightening, so it’s common knowledge that if you don’t arrange it so strong players are in the back, you’re screwed. Since Blue has more than enough abilities to be a vanguard too, he’s in the back to guard against rear attacks.

Monsters came out soon after, but they’re nothing worth mentioning right now.
Whatever you say, these people aren’t just people who call themselves sentai heroes; their true abilities are quite high; the zombie and skeleton monsters were insta-killed.
I occasionally made a nuisance of myself at monsters by shooting an arrow for interference, but just that and not much else. That’s enough, as Red’s sword and Yellow’s axe mowed down the groaning monsters relentlessly.

———————————————————

The exploration goes slowly, but it’s progressing; we finally find the stairs that go down to floor 2.
We didn’t have any problems fighting monsters, with the hero 5 group’s overwhelming strength completely destroying them; the problem was with the traps and treasure chests. I’m the only one who can detect and dismantle, so no matter what it was going to take some time.

With me retorting full throttle about where it was carrying that treasure chest, a large chest drops from a defeated monster … of course with a trap carefully included. We left that treasure chest, with <Trap Detection> listing it as a major danger, there without opening it and continued.

"In the end, about how much time did it take us to get here?"

Red checked the time; I bet nobody at all predicted that it would actually take this much time to get here. The devs said that the goal should be floor 10 for now, but it's not a place where we can reach early on. After all, we have a 1 hour time limit.

"18 minutes … about; honestly, I would have never thought that the very 1st floor would have taken this much time."

Blue calmly informs. It's hard to say whether we'll reach floor 5, let alone floor 10.

"U-n, at the moment the monsters aren't anything big, *ne*; the problem is the traps and chests, *ne*."

Pink said her opinion.

"Sorry; even though it would be better if I hurried to dismantle them … it's dangerous to get in a hurry and be returned *na*."

I put out my opinion too; there's danger in holding back and not speaking up.

"There's no idiot among us that would give that kind of complaint, so don't worry; honestly, you've helped us survive."

Was what Green said.

"Anyway, I've always thought that if you don't pay heed to caution, you won't be able to progress."

Yellow summarized.

At Yellow's conclusion, all members nodded their heads in silence and descended the stairs. The dungeon has only bared a small portion of its fangs at us.

SKILLS

[Wind-Blown Hunting Bow]Lv5 ↑3UP
[Kicking Assault]Lv17
[Farsight]Lv47
[Craftsmanship]Lv50
[Small Shield]Lv 3
[Stealth]Lv38
[Physical Ability Reinforcement]Lv21 ↑3UP
[Thief]Lv39 ↑6UP
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv33
[Blacksmithing]Lv38
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

His second name from other players is “The Fairy Queen’s Husband-san”
A/n:
Hero 6 Group
Another famous name in “One More” is the “Hero 6 Group.”
Their trait is that you can tell in an instant from their appearance and they are separated by color.
Their player levels are also high; they’re top ranked players.

Since Earth has no interest at all regarding this type of thing, he has absolutely no idea.

]

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1. sentai – a squad of heroes, like the power rangers. I guess I could have translated it as “team heroes” or something, but sentai is like a genre all on

its own, so I'm leaving it as sentai.

2. Himitsu Sentai Gorenger spoof. "And the 5 of us together, we're Gorenger!"
3. "Exactly (sono toori de gozaimasu)" is from Jo Jo's Bizarre Adventures Stardust Crusaders, Telence T. D'arby

<t/n: Thank you RS, TD, and GB for your donations!
So, I've finally (after a long, arduous, annoying time) bought a house. I am half moved in, and still need to clear out my apartment for sub-letters, so things are only half-died down. Please be understanding regarding the delays…>

The Dungeon and Sentai Heroes? Part 2

Toaru Ossan no VRMMO Katsudouki

Author: Shiina Howahowa

—

A/N:In the middle of the dungeon attack …

Dungeon and Sentai Heroes? Part 2

We broke through the 2nd floor in an instant; somehow the next stairs are right there close by. This is also probably because of the randomness of luck and bad luck; we immediately descended to the 3rd floor.
After descending to the 3rd floor, proceeding while checking whether or not there were any traps, Green, who was clutching his spear, spoke up.

"Earth-san, is it ok to ask you a question? I know it's generally considered taboo to investigate other people's Skills, but is your Thief Skill over 20? To be honest, with all the traps before now, even without the Thief Skill we've been able to see through them by noting the somehow or other suspicious spots, but in this dungeon it would have been absolutely impossible to pass through with that sort of intuition."

Fumu, if they've been to all sorts of places and dungeons, then of course they've probably had experience stepping on all sorts of traps; they'll naturally be vigilant against places they think are suspicious because of that experience. But in this dungeon, that common sense doesn't apply, huh … that's why Red was going to step forward randomly at the beginning, not knowing that right in front of him a trap existed.

"I won't tell you the exact number, but I assure you it's over 20 *yo*."

Anyway, he's not wrong. It's actually over 30, but letting them know that much wouldn't be good.
… That means, this dungeon was designed so if you don't have even 1 person who's been diligently raising the Thief Skill, you won't be able to proceed.
The me who actually has the Skill over 30 is able to spot the traps, and with releasing them, Thief Skill has been rising at a tremendous pace; I'd like to ask about the expectations they had with this sort of extreme difficulty setting.

"*Chih*-, we can't rely on intuition; it will be difficult from here on, na …"

Blue bitterly clicked his tongue at the dungeon; it must be hard that they can't use even a part of the intuition they've been cultivating up until now.

“*Ne*, I’d like you to tell me just one thing about what you think, *na*, Earth-san; about how much damage do you think the most outrageously dangerous trap you’ve seen would give?”

Pink asked this kind of question; even if it’s just a little bit, she probably wants more information. I decide that since I’ve joined their party, I can give out at least this much information.

“If we’re lucky, partial annhilation; if it goes bad, then I expect that we’ll be completely wiped out in one hit.”

To be honest, this estimation is based on the experience with Wiza-ooo.[1] It’s THAT kind of dangerous feeling I get that I’m making this assumption from. Of course it’s not all just conjecture; there have been many rooms with suspended ceilings[2]; those rooms are definitely dangerous with high risk traps planted there.
With that as my means of analysis, partial annihilation shouldn’t be wrong. A suspended ceiling alone makes it better to leave the room in a hurry; with traps to trip you up as you leave, that combo would really be The End.
It seems like every time there’s a suspended ceiling in a room, there will always be a trap installed as well. It’s a good example that makes you understand they’re seriously out to kill us.

“… No offense to Black, but without someone who can see through the traps you can’t avoid with just brains and tactician abilities alone, this would be impossible.”

Is what Red murmured.

———————————————————

From the 3rd floor, the monsters have increased to include Wights and Soldier Skeletons, in addition to the Skeletons and Zombies. Wights are the physical-attacks-can’t-get-through-at-all ghost-type monsters; Soldier Skeletons are monsters with the special ability to cancel out magic with a fixed probability; to take out the Wights all in one go, Pink tried to shoot a Light Magic AOE attack, but the Soldier Skeletons cancelled out that magic, confirming that they have the special ability to cancel out magic with some fixed probability.

But, with these Heroes splitting them up, they aren't really much of an opponent, since with a *smash* they properly send the Solder Skeletons' bones flying; the Wights are destroyed one after another with Pink's Light Magic, Blue's Water Magic, and my own newly learned Wind-Blown Hunting Bow's Arts, the Wind-Blown[3] Arrow.
The Wind-Blown Arrow is a fusion Art that wraps an arrow in Wind elemental magic; because it has magic attack power, it can be used against the Wights. I can finally be considered a magic attacker now that I've come to learn magic-bow user-like Arts.
Of course the Fairies near the Heroes also fought; they helped eliminate the monsters.

Well *maa*, there are no problems on the battle front, and fortunately we also managed to release or avoid the traps, and we've also acquired a lot of money and equipment around, but we just can't find the stairs on the 3rd floor.
Even though we were able to quickly pass through the 2nd floor, like this the time we saved will only disappear … we're mapping the floor while we look, but in the end the time it took us to finally find the stairs was over 20 minutes. Right now the time we've used is 40 minutes … in an instant it was decided that, no matter how we struggled, the 10th floor is impossible.

For now, every member switched our course to make it to the 5th floor at least and descended to the 4th floor… the moment I descended a cold feeling ran up my spine. This VR, right…!?
It was like feeling the hand of the grim reaper caressing me … but, I think there's no mistake in this premonition; Red and the others just say, "This floor feels weird." It has the atmosphere like it would be better to move with that amount of urgency.

— That hunch was correct. As we continued the exploration, we discovered a large area that we wouldn't have thought existed in this dungeon; but because it's, frankly, a suspicious area, nobody from our group wants to enter since we think there are traps, but … when we continue to the front of the door to check it out anyway, from the other side of the door, "If anyone can hear us, please help-!!" we can hear another player's agonized voice.

The "those who refuse cries for help aren't Heroes" Red kicked in the door and

charged in. The other members of our party stayed around the door; they want to help save the other players, but … unexpectedly the door closed all on its own. There's 1 trap when the door shuts on its own and traps you inside that requires you to finish the quest inside or else you can't come out. At this time, when you charge into this room, it turns out to be a trap where you have to destroy all the monsters inside or you can't come out. Like this, in order to follow Red and destroy the monsters, all of us proceed to charge inside. Inside is a large number of undead monsters and a disheveled party of 6 people, whose situation you can easily tell at a glance.

The number of undead monsters isn't normal; it's an amount that will clearly overwhelm 1 party. They probably entered because they thought a room of this size should have some treasure … but in reality it was a Monster House. I wonder if the reason for the cold was this Monster House?

Red heads the assault, while Green follows and cleaves through and Yellow sends them flying. Blue and Pink heal the other party, then return to the fight. Since I'm checking for the presence of traps, I shoot mainly at Wights with my bow. Even though Wights are weak, they can still use Dark Magic and can put abnormal states on you, so I get rid of them as quickly as I can to support the vanguards.
The number of monsters is great, but with the participation of the overwhelmingly strong Heroes, the momentum of the battle was completely on the side of the players. The other 6 person party that was about to collapse stood up again after being healed; they joined the battle, and the complete destruction of the monsters was a success.

[Clear] in blood-spattered letters floated overhead, and I think the door's been released so we can go outside. At the same time a single treasure chest was placed into the center of the room.
But … I, who has the Thief Skill, know; that treasure chest is this room's last trap present.

"Oo, a treasure chest came out!"
The other party is quite thrilled; I know the ability to quickly about-face from almost being annihilated is an adventurers strong point, but … and the man who seems to be the party's leader draws nearer to us.

“You really saved us; to think we would get reinforcements in this dungeon. You have our thanks for saving us from annihilation.”

That thanks was honestly stated, and Red gave a “We just did what we had to do,” Hero-like response. While watching the conversation go back and forth, 1 of the members of the other party suddenly sees the treasure chest and drew near it … in a panic I yelled at him.

“Stop, don’t touch that treasure chest! That treasure chest is a trap!”

At that sudden yell, his movement stopped.

“Is your guys’ party trying to monopolize it?”

The player who had drawn close to it expressed his dissatisfaction.

“We have no such intentions; we’re going to leave immediately, and we have no intentions of touching that treasure chest. If you have to open it no matter what, would you at least let all the members of our party leave the room before opening it?”

Facing the player who wants to open it while saying that, I operated the party-exclusive chat.

[“Leader Red. We should immediately leave this room. I, with my Thief Skill, am giving you a warning about that treasure chest; out of all the traps we’ve seen until now, that one is giving me the most dangerous feeling of them all; I want to leave right away!”]

The response was immediately returned, [“Understood; we will respect your judgment.”]
Red faced the other party …

“Then, we will excuse ourselves. Feel free to do with that treasure chest as you wish, we don’t mind.”

So saying, he then calls out, “Then, let’s be off,” to the party. All members hurried to get out of the room and take some distance; it was then that I finally gave a sigh of relief.

“And, so what the heck was that danger?”

Is what came from Blue.

“That room most likely has 2 big traps set up, is what I’m thinking; the first one is to get caught in the Monster House and killed, and the other is …”

When I had said that much, the door that had just been open suddenly slammed shut with some force. … Like I thought, huh?

“And the other way is, death by human greed. In other words, that treasure chest look-alike is put out, and it activates when it’s opened. In other words, the room itself is turned into a death trap.”

There’s lots of that in horror stories, *na*; touch something weird and escape becomes impossible, and it’s The End. Even though it’s a game, I don’t have any interest in listening to agonizing death cries; I gave them a warning, but if they ignore it, it can’t be helped … Let’s think about these somewhat unbearable feelings I have towards the room afterwards.

Because the Monster House took some time, here the 1 hour has expired. Because of this, my first Challenge from the Dead’s dungeon attack ended in forced departure due to running out of time.

SKILLS

[Wind-Blown Hunting Bow]Lv7 ↑2UP
[Kicking Assault]Lv17
[Farsight]Lv47
[Craftsmanship]Lv50
[Small Shield]Lv 3
[Stealth]Lv38
[Physical Ability Reinforcement]Lv22 ↑1UP
[Thief]Lv43 ↑4UP
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv33
[Blacksmithing]Lv38
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

His second name from other players is “The Fairy Queen’s Husband-san”

A/N: Challenge from the Dead special rules:
Fundamentally it’s an individual party MO area, but after 3 floors you are merged with another party.
The merge is only for that floor; after going downwards you are split up again.
When meeting, whether you can get along, or whether you can’t get along, is also random; the devs’ tendency towards harassment has come out.

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1. wiza○○○ – EDIT: I’m about 85% sure it’s Wizardry now, thanks to your guys’ comments. Google led me astray, but yeah. Wizardry is an old rpg with lots of traps. I googled and got a Wither from Minecraft for about 5 pages of the search list.
   But y’know, seeing just “wiza-” and knowing it’s some reference … mind goes blank, thinking, *wtf is that supposed to be*. *All I can think of is Hogwarts or hobbits now.*
2. suspended ceilings – aka the ones that drop down and crush you.
3. I really hate translating “fuujin”. (For the record, it’s not 風神 (wind god), but風塵 (dust/powder that can be easily blown by wind/worldly affairs)). It only makes sense as a mash-up of Wind Magic and Hunting Bow if you understand that the kanji for “Wind” is still in “Dust”. But well, that’s why I’m cheating and calling it “Wind-Blown”; it kind of still comes off like dust or something being blown around … maybe? Anyway, when you see “Wind-Blown” think “Dust”, and understand that it’s not a 1-1 translation.

<T/N: moved in … ish. Sorting stuff out, and then I have to go weed a jungle, but the delays should begin minimizing. There are chipmunks. EVERYWHERE.
As for the recent manga chapters of OVRMMO coming out … rant in 3, 2, 1:
First off, thank you manga translators. You’re working hard. I have no problems with you guys, keep it up. My actual problem is … what is the mangaka doing?!

This is slice-of-life, don’t rush the slice-of-life! It’s like reading a truncated vers of the LN with bits and pieces cut out. Seriously, use the manga format to its fullest, don’t just fill it full of text in order to squeeze 3 chapters of LN into 4 pages in order to get to the next big boss fight. Because. This. Is. Slice. Of. Life. The readers care about the little details, and are looking forward to seeing it SHOWN in pictures, not looking forward to reading a text blob. Because we already have that. It’s called the LN.
Ok, rant done. I’m not a pro manga-artist, so this really is just a fan-rant with no experience in the field. Feel free to ignore it lolz.
Quick preview: 1 more chap of this dungeon dive, a BBS extra, 2 chapters of production, 4 chapters of battle, and another BBS extra to catch up.
So… yeah, impossible to get there any time soon. Let’s enjoy the LN at our own pace?>

Back Above Ground …

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: A break for now.

Back Above Ground …

Back above ground I heaved a sigh of relief. After everything's said and done, we've been fighting those of the Undead types; even if it's lights in a fake dimensional world, it's something that feels really real[1]. There wasn't an extreme amount of guro[2] to be had, but even so, having to continuously stare at Undead monsters is pretty tough.

Anyway, we organize the profits; in order to make an even split, all the money and equipment were brought out and put into a pool, then divided evenly. The money for each person was roughly around 5000 Glo; in terms of the profit from the dungeon, it's pretty slim.
It can't be helped, since for now the goal of getting a preview took priority. Though for me, my skills went up all over so I made a huge profit in a portion other people can't see.

Most of the equipment that came out of the treasure chests were sold to the NPC stalls, like longswords and two-handed swords, and knives; there were a ton of things that weren't particularly uncommon.
There wasn't any gathering of the magic and elemental inscribed items called [Magic Swords]. They might have come out of treasure chests from fighting if we had gone a little further down. By the way, currently Magic Swords are unable to be made by players.

How about going down one more time? Though that subject was also raised, the matching opinion was pretty much everyone saying, "Let's stop for today,"

at the same time. Because the traps were numerous and the time limit was way too troublesome, everyone had accumulated quite a bit of mental fatigue from the dungeon's first sortie.

"*Yosh*, then let's return. Need to put up the information, to a point, on the forums, *na*."

At Red's comment, all members nodded.
I bet the forums are going crazy, but even though there should be a large amount of information flying about, it's not wrong to cooperate by putting up information that hasn't been uploaded yet, so that even if it's just one step more, everyone progresses to a higher level of understanding.
This isn't a dungeon that you can move ahead in all by yourself while hiding information.

"Then, it's about time that I should excuse myself; thank you for the party."

I judged that around here I should leave the group, so after giving my thanks I withdrew from the party.
Then, in hopes of meeting Black, we registered each other as friends. Meeting up with these members will also probably increase. This is probably a good opportunity for me, who has so far had few acquaintances, *na*; though participating in a Guild is difficult.
————————————————————

Quite honestly, you could probably say that being able to enter the dungeon together with those Hero members today meant that I actually had remarkably good luck.
Because those people easily defeated Soldier Skeletons; they should be monsters that the average player would have quite a hard time fighting.
They're a formidable opponent that uses a shield to firmly perform defense and have the ability to once in a while use magic above to negate attacks. It would be safer to think of today's dungeon attack as an exception.

Now then, thinking about this time, the things that played the biggest role for me in that dungeon were the Thief Skill, for finding and dismantling traps, and eliminating the troublesome ghost-type Wights; those were the main core actions that seemed the best.

Different from the field outside, almost the entire area, exceptions aside, is narrow; in this situation, the chances of obstructions when recklessly using Whip and Kick as a vanguard are high.
But with Bow in the back as support, there's no interference; since it doesn't need the time to chant like magic; it's also easy to do diversions and obstructive actions.

After that is the treasure chests, *naa* … with regards to human nature, they want to open them deep down.
Through the top 4 floors, about 90% the treasure chests the monsters dropped had a trap in the corner that caused light wounds; they're light traps to the degree that using magic and potions once will give you full recovery.
And as long as you know they're coming, then next time will probably be fine … though I think that, it wouldn't be strange for there to be treasure chests with traps that do area-of-effect petrification of players, forced separation to different places, or at the absolute worst, summons a death-god-like Boss Monster to fight.
It might be only from the trend of the treasure chests that came out from this time's dungeon attack, but this ratio shouldn't be more or less correct. I guess this is another way of inviting death through greed.

Actually, Thief Skill's <Trap Detection> told me that quite a few of the treasure chests had traps that were at the level I don't want to touch… That being said, I can't always avoid touching things. There's the possibility that there will be doors with traps that you have to pry open in order to move forward.
If that's the case, I'll want some tools, tools that assist all sorts of Thief tasks; something like the thing with the 7 tools.[3] Because if I had something like that, then the risk when dismantling should also be reduced …
Later let's try and investigate if I can reproduce it through Blacksmithing.

———————————————————

When I returned safely in Nexia, talk about the dungeon was being exchanged here and there.
Beginning with discussion about monsters, a number of voices were raised saying that the traps were too brutal. If they didn't train Thief like me, then they should have ended up crying … There's quite a bit of hesitation, since when you

learn it you have to spend 8 Exp, but thinking on it now, that amount of expenditure was most likely in anticipation of this kind of activity.

Right now, the main part of the player's discussion is this dungeon's walkthrough.
Like what monsters with special abilities are yet to come, and what preparations are necessary to deal with going through it in the 1 hour time limit. And finally, the luck with maps … for that you can only pray, though.

Walking this dungeon, when thinking of treasure hunting, you have to dive down in the most efficient way timewise … new items are kind of a given in the depths of the this dungeon; here the devs decided to go with the style of not announcing it until players found them, since it's obvious. I wonder if anything's been added from this time.

While watching all the types of people heading towards the dungeon, I put together my thoughts on next time's prospects and the necessary tools. For now I'll increase my abilities against traps, *na* … It looks like the players will be fighting this dungeon for some time to come.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Kicking Assault]Lv17
[Farsight]Lv47
[Craftsmanship]Lv50
[Small Shield]Lv 3
[Stealth]Lv38
[Physical Ability Reinforcement]Lv22
[Thief]Lv43
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv33
[Blacksmithing]Lv38
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

His second name from other players is “The Fairy Queen’s Husband-san”

A/N: Challenge from the Dead Special Rules Part 2:

There are also trapped doors that are one-way only.
After entering them one way, when you try to return it becomes just a wall.
It’s a trap because, once you opened it, even if you clear the quest in the room you just entered, it won’t open. Trapped doors begin to appear on the 3rd floor down; from the 7th floor down they increase.
A person with great luck might be able to avoid meeting any … that’s the kind of frequency this trap has.

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1. actually, “has the breath of life injected”, but that sounded really weird for … undead…
2. guro – extreme horror violence
3. a swiss-army knife

<T/n: Thank you Magnadra for your donation!
Some minor things happened; small things, but one after another, so … sorry, this short chapter took some time to translate. The second half might be too literal or not literal enough of a translation at parts.>

Extra Edition; Forums

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n:The Challenge from the Dead related forums.
Fundamentally, Earth only looks at the forums.

Extra Edition; Forums

Challenge from the Dead Information Forum No. 4

1: This is a forum to gather information related to the Challenge from the Dead.
Absolutely no trolls. Since 950 people had posted, I made the next thread.

————————————————————

144: Gathering together all the info we have at the moment; having Thief Skill is absolutely necessary, always assume there's traps, and don't say Thief Skill is overkill; is that OK?

145: That's about it, right?
For the monsters, Zombies and Skeletons are weak, but Wights and Soldier Skeletons are about medium.

146: Actually, forget monsters, death by traps is a lot more-ish?

147: Traps are scarier, *ne*, at least for now. Some nasty guys might come out in the floors we haven't got to further down, though.

148: No one has the impossible Thief Skill required, *naiwa*-.

149: Even in my Guild no one's taken it, so we're a wee bit in trouble …

150: 'cause it throws all your plans and stuff full-blast out of order; that 8 ExP needed to take it is heavy as shit.

151: But actually, it's not if you get down to it; even though I thought it would

be fine without, I was a dumbass and suicided a few hours ago.

152: >151 what happened?

153: They're different from all the other traps up until now; you can't get any sort of feel for them *naa*, the challenge's traps.

154: >152, staggering from a landmine I stepped on, I fell into a pitfall that was there and died from the fall damage …

155: > Are you in some old cartoon skit or something? Lol, the total slapstick victim, *na*, lolololol **156:** >154, dumbass; good combo lolol

157: I'm not 154, but since the number of traps really are a lot, you just continue to step on them one after another, *ne*.

158: Actually, there's quite a few instant-death combos … when you step on one, it's over; ridiculous.

159: But traps and all are things that are supposed to be like that … Eh? There's a game like that *na* …[1]

160: 159> don't say anything more about it.

161: >155&156, I was seriously depressed when I took the hit …? If it was you guys, you'd be depressed too.

162: > MonHouse (monster house) is also properly included, but it's beyond nasty …

163: >It looks like you can't exit it, the MonHouse. There's nothing you can do other than to get completely wiped out.

164: Is it impossible to get people on the otherside of the door to open it so you can leave?

165: >164, I tried it but got stopped by an invisible wall; it's impossible. The devs here aren't that soft.

167: A, so it really won't work.

168: And there are a lot of them; when you go to enter a large room, you better go in prepared, *yo*.

169: But there's a good chance of there being treasure chests, *na*, ~ big rooms.

170: Yeah,yeah! A lot of gold rolling around in your hands – like that, *ne*

171: And then you die in a MonHou, lol

172: yeah, like that, like that, lolol

173: oldest trick in the book lol

174: But you know, this is from a previous party, but there's this story about when they were trapped in the MonHou and another party came in to save them.

175: Ho ho, and then?

176: And then the party that came to save them were really strong, and they helped heal them; up until they won, everything was good.

177: E? It's not over after they won?

178: They have to open the treasure chest after for it to be over, right?

179: You'll need to split it equally among everyone in the room … A, could it be that they got kicked out and it was stolen?

180: It's pretty much what you guessed, but when he went to open it, the mob-looking bow user said, "There's a trap, don't open it!"

181: E, as if the reward treasure from the MonHou would have a trap…

182: A super easy-to-tell thief – lolololol

183: Anyone who reads this here won't fall for him lolololol **184:** And a bow; an idiot, he has to be an idiot lolololol **185:** And, that party also thought that, and said, "Are you trying to monopolize it?"

186: Damn right.

187: Of course, you need to stand up to thieves.

188: Just because you came to save them, you can't just take all of it.

189: Un, he didn't do anything wrong.

190: After he said that, it seems the other said, "We'll be leaving right away, so don't open that treasure chest until we leave."

191: Heh?

192: He's … not a thief?

193: Oi oi, the direction of the story is changing.

194: And then, they really left the room super fast, it seems …

195: Ee-? Why are they abandoning the reward?

196: I've heard of the practice where they save you from the MonHou and demand everything, but this is the first time I heard of abandoning it.

197: Are they just nice guys … well, that's not the feeling I'm getting, *naa*?

198: Isn't it simply because it's their first challenge so they don't know?

199: A-that could be it.

200: And after they had left the room, he opened the reward treasure chest, and then …

201: Rare drop-?

202: Something good come out? I mean, you're dragging it out like this.

203: **excited**

204: … a ton of Grim Reapers came out of the treasure chest and killed them …

205: Ee-!?!?

206: There's that kind of trap too!?

207: They couldn't escape? Those guys.

208: They probably couldn't fight them? Just from what I heard. First of all, they couldn't fight, since it seems like their weapons just went through them.

209: What's with that, then it really was meant to be a trap?

210: Just slipping through is impossible-

211: And then the door of the room closed again and they couldn't open it to escape.

212: Uwa … they got done.

213: So you mean they can't escape until they die.

214: Even though they completely thought there weren't any traps at all until

they opened it … scaaaary!?

215: That trap; it's a trap we've never heard of …

216: Then, the bow user was totally just trying to warn them.

217: He was a good person, then.

218: And just look at you guys before; you were totally treating him like a thief lol **219:** How did the bow user see through it …

220: Cause his Thief Skill is high level, not gut instinct?

221: No way it was his gut, with that kind of trap detection ability, he'd never die.

222: So then it's purely because he has a high-level Thief Skill?

223: Bow and Thief combo so he can do Search & Destroy, that's not so weird.

224: I get that it's useful if for fighting long distance, but leveling it up to there?

225: Anyway, there's that sort of trap too, so everyone out there, be careful.

226: Isn't this info that should be posted on the Wiki?

227: yeah, I'll go do that.

228: Thanks for your efforts.

229: Thanks.

230: That was good info; it was a bit long, but I approve.

231: Or like, there are really that many traps? There are a lot of stories about having Thief Skill but still triggering them.

232: And the ones with high levels are probably all snagged up by the Guilds.

233: A stray Thief is pretty rare, *na*.

234: No, well, right now they're even more rare?

235: You said it … we've got tons of people with combat capabilities, but people with Thief are SERIOUSLY few.

236: Once in a while there are people who say they have Thief so add them,

and they're always picked up right away.

237: but if you want to enter the dungeon, it's a dilemma **238:** Yeah, yeah

239: I totally feel your pain …

240: It really feels like we're playing THAT[1] from a long time ago …

231: I even have GuilMem(guild members) who've had their spirits broken, so I understand your feelings …

242: It's a dungeon that really tries to kill you, *na*– **243:** All the guys who half-heartedly play are probably stunned – *na*.

————————————————————

A/n: Since this is an extra edition, there is no Skill Writeup.

And, it's the net forums.

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1. Probably both Wizardry. I'm not sure if there are any others…

<t/N: Thank you RS for your donation!
It's a good chapter hehehe… The extra editions (esp the BBS ones) are a whole lot more fun to translate.
I wonder when I can get back to translating more often…>

Small Tools Manufacturing, and the Fairy Queen's Duties?

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Small Tools Manufacturing, and the Fairy Queen's Duties?

"*U-n* …, it's going pretty well … though I'd like to get it about twice as thin …"

I groaned at the forge, causing Boss to raise his voice and call out,

"What's the matter, Earth, are you making something weird again?"

He said this kind of thing; I don't like it, but with my reputation I understand why.

"No, this time I wanted to try making small tools a bit, though."

That's right; what I'm making this time are lock-picking tools to use for opening treasure chests and other things that need keys. Of course this is purely for use in the Dungeon; don't get me wrong, you can't steal from Players or the town's NPCs.

"*Ho-*, stuff for what all those tons of guys were complaining about, that new dungeon with all those traps."

Interested, Boss leaned forward.

"Yeah, for now I can try to dismantle things to some degree; if I have this type of thing on top of that I can dismantle them even faster; hitting on that idea I tried to make it but … if I try to make it any thinner with my abilities, I'll break it."

Out of the 7 tools for dismantling traps and opening things that need keys, I've already made 6 of them, but the last one is the most delicate lock-picking tool

and it's not easily made. To tell the truth, rather than Blacksmithing, it's more in the direction of Craftsmanship though…

"Hand it over; this time I wanna try it."

So saying, Boss took the unfinished lock-picking tool from me and began working on it with his tools.
In front of the blazing fire, he calmly proceeded to do the tempering and the sensitive work that the current me was unable to do. Compared to before, the lock-picking tool got thinner and thinner, but from the degree of shine you can tell that its strength hasn't fallen at all.
If I did it myself, the shine would clearly become dull, and then it would snap.

"Like this? Is this the shape you wanted?"

It's perfect … as expected of someone whose primary job is Blacksmith; it's nothing like the work of someone who's only half-invested like me.

"Thank you very much; it's been done even better than I had planned for."

I hadn't imagined that the tip would have been thinned to this degree.
It was even thinner than a 1 millimeter pin. Like this, it looks like it could even go against the most troublesome treasure chests.

"I've learned a lot from watching Boss' skills.

So saying, I bow my head; I really am grateful to be able to watch a top-class craftsman's work. Boss said, "*Ou*, you do your best too, 'cause it's only gonna be free this time." … He's got a really big heart.

————————————————————

Putting away the 7 tools made for the labyrinth, I thought I should face replenishing my dwindled supply of arrows; in order to get wood materials I went outside of the town, and after walking a little ways … the Queen suddenly appeared in front of my eyes.

"Yoohoo, have you been doing good~?"

This time she's appeared in her formal wear, that is her rod and black dress, as well as wearing a crown on her head.

"You came out of nowhere as always, *oi*. It really freaks me out, you know?"

This is the truth; actually I did have a slight premonition, but I just want to say this.

“Then should I make a flashier entrance? Like with music.”

Entering with music, are you some kind of pro-wrestler? Would you be finished if I back-dropped you with a DDT?[1]

“*Haa, maa*, fine. So? Since you’re wearing formal wear, was there something important?”

The formal wear she came with is the one from that event.

“Yeah, after this I have work to do. I need to hand over the Contract Crystals for the new adventurers from the humans to be able to contract with my fellow Fairies.”

Come to think of it, that kind of event existed. In order to give a single Fairy Contract Crystal, limited to new players, they received a mail asking them to wait to gather at a specified place.

“What I had to do wasn’t just limited to handing them over today, *wa*; writing all the mail was pretty terrible. Though I did have some human helpers cooperating with me.”

The “helpers”, it’s probably the Game Masters *na* … although it’s because I can’t think of any others.
Actually, it wasn’t mass-mail, but handwritten!? What the heck is with that outdated method.

“And so, I’m off. Let’s meet again after, darling.”[2]

S-mack!

“I have no memories of being in any kind of relationship with you …”

Since my second name became something I really hate, it’s become a thorn in my side … I want to believe that the feeling it won’t be removed anytime soon is just my imagination.
By the way, the harisen that I struck her with is treated as a blunt weapon, but it’s a manufactured item with the damage fixed at 0 while giving off only a loud sound at its core.

“*Uu*, my hair I had all fixed up got a little messed up …”

Fidgeting, the Queen took out a mirror and reset her messed up hair. That part of her is really like a girl.

“The smack is a bit to strong, huh …”

The Queen who had finished fixing her hair put away the mirror, said, “Well then, if you’ll excuse me,” and took her leave. So that girl is managing that sort work. It’s strangely reassuring.

I cut down a number of trees, and at that point I go back to the town to mass produce wood arrows, and combined together with iron I mass produce iron arrows; in order not to be troubled whenever I next go to the Dungeon, I made 3 times the normal amount of arrows.
With this I’ll be safe even on a day with a lot of monsters. Though my arrows aren’t red.[3]

Craftsmanship has reached 50, but with this Skill it looks like you can’t continue to the Advanced Skill until you raise it to 99; it looks like that will be some time away … I want to say that if I produce something everyday I’ll reach it some day.

————————————————————

With the mass production of arrows complete, next is making food and putting out a street stall, so while I was making the food, there the Fairy Queen’s completely exhausted form appeared. My hand stopped for a moment.

“A,aren’t you a little worn out?”

While resuming my work, I ask that; she looks this worn out, but because it’s her she probably won’t die.

“It was fine while I was handing out the crystals, but after that … who cares about what my three-sizes are!? What’s the use of knowing what my type is!? What will you do after hearing about what kind of food I like!? What do you mean, am I OK with affairs!? And all the other questions that don’t make any sense kept coming! ‘Where should I go to meet with you’ – I don’t have any reason to answer that, *naiwa*! I wonder how humans can ask such questions seriously …”

Guys who ask those kinds of things exist everywhere, *naa*; but you know, even if they don't do it with bad intentions, it's annoying *naa* … could they have fallen for her?

"I, I see, that sounds like it was a disaster …"

Naturally I greatly pity the Queen.

"Since there wasn't any helping it, I forced all the children who asked such questions into a Battle Field where you can revive 9 times and beat them down 10 times."

"Oi!? What the hell are you doing!?"

Calmly using the revival magic that hasn't been found as of yet to thoroughly beat them up, are you a demon… ?

"But, but, when I did that, 'In our line of work this is a reward," they said that with an ecstatic smile!? Isn't it scary … humans are really scary …"

… … No Comment, I have absolutely no comment!

"Thanks to that I was worn out in an instant … events are things that can wear you out to this extent, *ne* …"

Maa, the devs probably also had a hard time during the event … but this time this girl as well was worn out, huh? In some ways, these HENTAI gentlemen might become a legendary star in the sky, my sympathies.

"And so, please! Let me have a lap pillow, pat my head, and sign a marriage registration!"

"Isn't that last one clearly strange!?"

And then, before I was finished cooking, we had a mutual, stand-up comedy-like back and forth conversation, in the end she came back to me giving her a lap pillow … I know I'm only digging myself in deeper but … in the end I thought it was fine to spoil her a little this time and gave in to her demands. When she got carried away, I hit her with the harisen, though.

SKILLS

[Wind-Blown Hunting Bow]Lv7

[Kicking Assault]Lv17

[Farsight]Lv47
[Craftsmanship]Lv51 ↑1UP
[Small Shield]Lv 3
[Stealth]Lv38
[Physical Ability Reinforcement]Lv22
[Thief]Lv43
[Whip]Lv34
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34 ↑1UP
[Blacksmithing]Lv39 ↑1UP
[Alchemy]Lv40
[Advanced Cookin]Lv1

ExP 9

A/N: And so there's the Queen.
By the way, Zwei and the Queen are characters easy to write for.

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1. DDT – A move which drops an opponent you have in a headlock head-first into the ground.
2. "Anata" – the Fairy Queen calls him what is essentially equivalent to "husband-dearest", and he says, "I have no memories of starting a family with you." I mussed with it (maybe a little too much) to give it more of an English flare. Because it just sounded like he was implying kids to me if I went literally with it…
3. No idea what this reference is to.

<T/N: … I haven't had writer's block in ages, and it hits now, huh … And it's the first time I had 'translator's block'. Ah, that was painful. Welp, thankfully it's over. It felt like smashing my head against a computer screen. >

Traps and Thief

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Traps and Thief

Now that I've finished the 7 Tools[1], after putting out the street stall with the Potion Juice and the food I made, I'm set on diving into the Challenge of the Dead solo.
I'm avoiding battles to the best of my abilities. Because the goals I'm striving for to the bitter end are dismantling traps with the 7 Tools and improving my ability to unlock doors … my main role among Players.

Coming solo was the right idea; since it's a completely different feeling to the first time I stuck my toes in, I triggered several traps and took some damage some dozen times.
Even so, I didn't take long to grasp the handling and intuition with the tools; compared to dismantling them with my fingers, it looks like I'll be able to cut down the time it takes to dismantle by 20% to 30%.

Of course with so many factors that made me uneasy, this is why I didn't immediately go diving in with a Party; I want to get a little more used to dismantling traps. Not just simple traps, I also want to be able to dismantle traps with a high degree of difficulty or else it's likely I won't be any help on the levels further down.
Incidentally, there are also a large number of dangerous traps that cause chaos by inflicting Paralysis or Petrification along with damage … of course I took a Death Penalty many times, but I can't just shrink away from just that much.

From time to time I'd dismantle traps together with Black from the Sentai Hero group, and we'd talk about all kinds of things.
Through small talk, we exchanged information on the state of the game and

information about the traps. Two guys chatting while dismantling traps in a dungeon; it might look a little unnerving for others to see.
The times I'm together with Black, we also get into battles; neither of us have really great weapons abilities, so it serves as training. When a treasure chests comes out, in order to raise our trap dismantling and lockpicking abilities, we both examine the traps. The profits themselves aren't much but when it's done to raise Skill Lv it's an extremely lucrative time.

————————————————————

The Thief Skill Level has also reached 50, and I can advance the Skill but … here I'm compelled to make another choice. There's the Advanced Thief path or the new Chivalrous Thief to choose between.

Advanced Thief is simply a superior version of the current Thief; the things you can do are the same, though of course the abilities themselves are improved … to upgrade it requires 3 ExP.

And then with the other 1, Chivalrous Thief, you can directly steal an item from a monster, and if you hide your form and do a Sneak Attack, a damage bonus seems to be added in.
To learn all that, the required ExP is, what the, an extraordinarily large amount, 10. Acquiring Thief used 8, to use an additional 10 is …

— But for people like me (…lol), to be able to immerse yourself in feeling like William Tell and Robin Hood seems like it might be good, so I selected Chivalrous Thief, and pushing OK, I completed my selection. I can only pray that the results are proportionate to the ExP expenditure ….
Though, of course if I shot at a kid with an apple on his head, I won't have the ability to shoot it off.

————————————————————

Even if I have Chivalrous Thief now, the basics of what I have to do wont change; relentlessly practice dismantling traps.
It feels like whether you continue this so-called dull work or not decides whether you can make it in the MMO world. The 7 Tools already make the sensitive parts better; I should make clear notes on what parts should be changed to make using them even easier.

I'm spending pretty much all my play time in the gloomy Dungeon; when I went out I, who felt that the light was so bright, was a little dismayed; isn't this like the life of a person who works all night straight through the dawn?
For me who has both the Stealth Skill and Night Vision, even if I'm in the Dungeon that usually requires a light source, I can still carry on my activities in the pitch blackness. Actually, this reason alone is the main factor as to why my encounter rate with monsters has largely dropped.

However you look at it, one of the ways these undead monsters running rampant in the Challenge from the Dead detect things is by seeing unnatural light; in other words, thanks to the detection abilities they carry, if you're surrounded in light, it makes it easier for them to approach you.
With a single suitable light source, like walking through the Dungeon with the light coming from a torch, to say that the Zombies and Ghouls will find you better and more often isn't a mistaken expectation to have.
Somehow I am the safest in the case where I plunge in solo, aiming to run through avoiding combat with monsters and reach the 10th floor, making me a proof to that theory. After I raise Chivalrous Thief a little bit more, I think I'll give the Challenge a go.

According the web forums and talking with Black, the person who's gone the furthest seems to have reached the 7th underground floor. But there the traps increased even more, and the hidden doors and trapped doors increased so it seems it was tough going.
Of course they were accompanied by someone who had the Thief Skill, but even so, the story continues that, even with spending time to dismantle the trap, it activated and wiped them all out.
Black and the Hero Team also pushed themselves, but it got tough for them on the 6th floor onwards.

It's not just the traps; on the 7th floor, at last there was a Lesser Lich prowling about. Its name might have "lesser" attached to it but it's still a Lich; you can think of it as a lower-ranked Lich, but if you think about it another way, this points to the possibility of a truly powerful Lich further down in the depths.
The Lesser Lich's attacks were mainly magic; obviously 1 hit would really hurt, but it's a nasty monster where a direct hit would give you Paralysis or Frozen

statuses, and beyond that even induce Break Arm.
And that at that Lich's side, a Soldier Skeleton is stationed. The Forums are saying that from the 7th floor onwards, it's the real deal.

Even while continuing my trap dismantling practice, from now on I'll have to think through my dungeon capture plane.
For now, from my several times solo, I should see if I can make use of the complete stealth style to reach the 10th floor or not; after that I wonder if I should do a pick-up group as someone with the Thief Skill, or should I go with Zwei's Guild or the Hero Team … it will probably be something like that.
In the first place, there wasn't any sort of official announcement on what's on the 10th floor, and I have the inquisitiveness to want to see it before information starts getting passed around; in order not to end up in the situation where curiosity killed the cat, I have to properly hone my trap finding and dismantling abilities or else.

The Challenge from the Dead that will devour adventurers without mercy. The ones who made it to the depths are currently 0.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Kicking Assault]Lv20 ↑3UP
[Farsight]Lv48 ↑1UP
[Craftsmanship]Lv51
[Small Shield]Lv 5 ↑2UP
[Stealth]Lv38
[Physical Ability Reinforcement]Lv24 ↑2UP
[Chivalrous Thief]Lv2 (NEW!)
[Whip]Lv36 ↑2UP
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3 ↑2UP

ExP 2

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

His second name from other players is “The Fairy Queen’s Husband-san”

A/N: Once you reach Lv50 in Thief, you have the possibility to choose to make either Bow, Throwing Weapons, or Daggers your number one greatest weapon Skill.
In addition to Thief ability, you get the abilities to steal items from monsters, increased Sneak Attack, and increased damage from quick-draw of projectiles and knives.
In exchange, the ExP required for the acquisition is a heavy 10 point expenditure.

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1. 7 tools – I didn’t know whether to point this out or not, since it didn’t seem to matter if you thought of it as “the 7 tools” or just that there were 7 tools in the set, but this time they used “7 Tools” like a proper noun, so here it is: there’s a Japanese organizational belief that everything has a core 7 tools that’s necessary to master an occupation.
   What this implies is, now that Earth has the proper 7 tools, he can become a master lockpicking thief.
   Other examples: 7 tools of the samurai-armor, sword, longsword, arrows, bow, back-of-the-neck guard, helmet
   7 tools of Quality Control – graph, histogram, control chart, checklist, Pareto chart, cause-and-effect diagram, scatter diagram

<T/N: A bit short, but somehow I enjoyed it. Even though not much happened … Nmaa, it translated fast, so no complaints.>

The Person Waiting on that Floor

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: After a lot, we're faced with a boss.
Other than the Fairy Queen, huh …

The Person Waiting on that Floor

With the Chivalrous Thief Skill leveling up to 15, I can finally begin my solo attack into the Dungeon's depths. By the way, it looks like other people are mainly grouping up with fixed, Dungeon-exclusive parties, so the cases where lone people get recruited have largely decreased. It's the nature of the Dungeon; there's no helping it.

Even so, I've challenged the Dungeon 32 times. There are also times where I've taken the Death Penalties.
For the Time Attack, shaving off useless movements, raising my speed, seeing through traps, fooling the detection of groups of monsters that had just noticed me, I repeated these every day.
Everyday I challenged it at least 3 times, and on holidays I challenged it around 8 times; it was about that many times I returned; from other peoples' points of view I must look like a lunatic.

And now this will be the 33rd challenge.
I'm more aware than ever and I'm in good form, so my concentration feels like it's increased; trap detection, monster detection & evasive route selection, and quickened movements are actually going quite smoothly.
Several times monsters had gotten quite close, but there I'd hold my breath and evade their searching. It took me around 8 times to realize that those guys also react to breathing.

— Right now I'm on the 9th floor … the remaining time is barely 5 minutes …

it’s a level where, not a Lesser but a full-blown Lich is prowling. If the Lich finds the solo me, I’ll be destroyed.
No, in a purely 1 VS 1 I can make do somehow, but on this floor, if I fight then the other Undead will react in an instant and come assault me. Naturally I don’t have the abilities to smoothly deal with that amount solo; because of the Lich’s Dark Magic, if it throws a lot of Bad-Status inducing magic around and ties down my movements, the other monsters will come and do me in.

Killing off my breathing, killing off my presence, increasing my thinking abilities, in the darkness using my Dark Vision ability and making full use of the Farsight Skill to run away, I, all by myself, reached the stairs to the 10th floor. What could be waiting there, what could be found there, there’s nothing for it but to go and see; for this purpose only I kept descending 32 times.
Physical Ability Reinforcement has become Lv30, and I acquired the so-called passive art <Movement Ability Reinforcement>, enhancing my movement abilities further. Using everything I had to seek out the stairs on the 10th floor … the time left is 1 minute 14 seconds.

With just 24 seconds left I found the stairs.
But around these stairs a large number of traps have been arranged all around it. I don’t have any time to waste dismantling so, reluctantly, I use <Fly> to enhance my jump height and jump over traps with low-degrees of warning.
Of course the traps I stepped on went off; this time, the traps I stepped on were the common traps that shot spears out of the ground; of course I took damage and shaved off some HP.
But right now I bear the pain because time is dear, just putting up with even the pain of feeling sick; with my eyes on the stairs I jump one more time, using <Fly>’s glide ability to remain in the air, somehow reaching above the stairs, I race down them.
The time left is displayed as 3 seconds …

———————————————————

Partially down the stairs, I check that the time-limit timer display has stopped completely, and finally I release a huge sigh, then take a deep breath.
— I barely made it, but it was enough. My first emotion was relief, then gradually I got excited; it finally dawned on me that I was actually standing where no one

had gone before.

After that I slowly descended the stairs, drinking a Potion Juice and eating meat grilled on a skewer to recover HP and MP, as well as hunger and thirst. But man, these stairs are frighteningly long, I've already walked 20 meters and I still can't see the end.

" … *Hou, hou, AT LAST there art a single man OF the humans THAT hast DESCENDED to this place.*"[1]

Suddenly that hoarse voice echoed all around.

"… Who the heck's there?"

Did someone else already get here? And that voice …

" … *Mine name IS Andre … a knight OF A CERTAIN empire I AM … THOUGH THAT be a story OF long ago … MOST LIKELY YOU wouldn't know OF THE name of mine empire; HOW MUCH time has paSSED I NO LONGER know.*"

I'm descending the stairs, but I still can't see the end.

"*Right now the stairs YOU ARE descENDING are particularLY lonG …TO PASS the time I thouGHT MINE tale WOULD BE good… back THEN THIS great labyrinth OF THE dead TOOK lives of The empire; to investigate THIS labyrinth, TO seal it, I entERED it.*"

… hm.

"But you couldn't finish that task?"

A short silence occurred before the voice echoed again.

"*You ARE correct, IT IS as you saY … many subordinates I HAD BUT, THIS labyrinth'S traps, eatEN BY FRIGHTFUL monsters, deATH, necks seveRED … atroCIOUS deaths OCCURRED, our numbers WERE reduCED … MY subordinates, MY comrades, IN EXCHANGE for THEIR blood, I pursued our course and REACHED HERE …*"

The voice sounded like it was going to cry.

"So there … what was there?"

There was silence again. It was strange that I could hear my footsteps loudly as

I descended.

"*THERE was nothing.*"

I didn't expect that response.

"… Nothing, at all …?"

What's up with that? The ancient knight's story continued.

"YES, nothing AT ALL, ALL THERE was THERE WAS an empty space WITH nothing … YES, NOT EVEN air."

!? … That has to be the penultimate trap, that space.

"Then you entered it …"

There's only 1 thing I can expect would happen.

"*IT IS as you expecTED, the moment I enteRED, I diED. I underSTOOD THEN what HAD happened, I WAS forced TO entER THE ranks of THE liVING corpses … the me NOW is a Skeleton Knight, AND NOW I can ONLY call out WITH my voice temporARILY … HOW LONG has it BEEN SINCE I COULD REMEMBER times from beFORE…"*

… There's one thing I want to hear.

"Um, that space you entered; does it still exist even now?"

The response came quickly.

"*NAY. I HAVE deSTRoyed it. Ironically THE me now can uSE magic that I COULDN'T in LIFe, WITH all THE magic I could uSE, I destroyED THAT space … THE lives THAT TRAP will claim will be 1 ONLY; myself …"*

So he's a knight even in death …

"… I can see the end of the stairs, so this will be my final question. … What is that you want?"

I bet … it's probably…

"… I, kiLL me … TO reTURN TO my comrades … livING any LONGER … I'm tiRED of IT, I AM NO LONGER myself aNYMORE … I DON'T WISH to JUST add to THE monsters' ranks, FOR that I HAVE enDURED, BUT I HAVE reACHED my limits.

AlreaDY … THIS body HAS ALREADY fallen TO THE desires AND actions OF A monster."

So it was like that after all. The stairs have ended, and a door that looks like the end appears.

"*AnY sympaTHY for me IS useless, thiNK OF me as JUST a monster and deSTROY me … my consciousness is ALREADY fadING … I leave IT … TO …yo…u."*

This is his, the Knight Andre's, final words.
The one who welcomed me in that room, clad fully in heavy armor with a sword in his right hand and wielding a large shield in his left, was a boss monster, a Skeleton Knight.
There's no one here to see … no, I bet the Grim Reaper is probably watching; right now, in the Dead's labyrinth, a duel is about to begin.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Kicking Assault]Lv21 ↑1UP
[Farsight]Lv49 ↑1UP
[Craftsmanship]Lv51
[Small Shield]Lv 5
[Stealth]Lv40 ↑2UP
[Physical Ability Reinforcement]Lv30 ↑6UP
[Chivalrous Thief]Lv18 ↑16UP
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills) Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is "The Fairy Queen's Husband-san"

A/N: Secret Boss, The Remnant of Knight Andre

Conditions:

Solo down to the 10th floor.
The number of Dungeon Monsters you have defeated since entering the Dungeon must not exceed 30.
The number of times caught in traps must not exceed 10 times.

As long as you can fulfill the conditions just once, you can fight him.

---

1. There are random words in katakana (bleh), and random parts of words in katakana (*cries*), so I represented them in all caps. I guess it's supposed to be a weird, disjointed way of speaking. It's not supposed to make any sense which ones are capitalized, and boy was it a pain in the ***

Power of an Outside Force and Human Will

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: In some ways, the ultimate irony has occured.
I apologize if the mood's killed.

Power of an Outside Force and Human Will

— *Kukukuku … kakakakakaka-!*

"Finally, finally he gave in! Finally this body, this sword, was left behind! I've been waiting!"

The Skeleton Knight started laughing.

"And even better, my luck is good! There's a convenient living human here, after killing you off and drinking your blood, won't my body be strengthened even more! *Kakakaka-!*"

The Skeleton Knight continued to repeat his loud laugh, all smug.
… For an opponent like this, a greeting like this is suitable.

Thud-! With that sound ringing, a Heavy-Bludgeoning Arrow struck the Skeleton Knight square in the face.
Since he's wearing heavy armor, just about the only place I can aim at is the head.

"You, what are you doing!?"

He's raising an indignant voice this time, so I also raise my voice.

"Shut up. I don't want to hear your voice, it's disgusting."

I don't have any intentions of speaking politely to this lowlife. I quickly ready an arrow and fire.
But it's obstructed by the shield, and a dull *clang!* sound rings out as it falls.

“You are the kind of guy I like to torment to death … Why don’t you play with me for a while?”

Giving out that single statement, the Skeleton Knight took one step forward … and in that instant he was right in front of my eyes.
This guy, he closed the about 20 meter distance in 1 second! His body is giving off light, so is this also an Art? One exclusive to monsters …
Even if a player used the Wind Magic’s <Wind Booster>, accelerating abruptly like this is infeasible!
Like that, he swung the longer than a long sword and heavy-looking knight’s sword he carried in his right hand in my direction, dammit, I was disoriented for a moment, so my evasive maneuver isn’t going to make it!

“It’s over, what worthlessness.”

Saying those words, the Skeleton Knight swung his sword down. But, I yell “<Shield Parry!>”, and that art for the shield equipped on my right hand, <Shield Parry> was invoked.
This Art drastically increases the ability to repel for a short time, and it instantly reflected the knight sword that was swung down, avoiding a direct hit.
… But even so, my HP was reduced by around 10%; if I took a direct hit, it would be instant death just like this guy said.

“It’ll be a problem if you just decide it’s over by yourself, *ne*.”

For appearance, I trash-talk. Whether you have the leisure to or not, putting up a front by trash-talking is also a kind of exchange. Whether it’s words or tools, I’ll use whatever I can use.

“So you avoided the first attack … *kakakaka*-, that’s right, you shouldn’t break so easily.”

From there it was a bit of a stand off … then suddenly both of us began moving.
The Skeleton Knight’s instant acceleration is, naturally, unable to be used consecutively, and without it, his gradual advancement speed was slow. I shot numerous Heavy-Bludgeoning Arrows at his face … the majority were cut down by his sword; the ones defended against with the shield more or less grazed the area around his face, giving grazing damage.

"*Fun*, the limits have been released, huh … come on, do you think you can endure the next one?"

The body of the Skeleton Knight that said that glowed, it's coming … I immediately flip my bow to store it on my back.

"Hou, so you're going to take it head on; that is good as well."

And then he instantly accelerated again. … and who is it exactly that he thinks is going to take it head on?
From my breast pocket I grasped 3 bottles in my left and right hands, taking out 6 bottles total of Enhanced Oil. The Skeleton Knight's Art, the one that closes distances instantly, I bet this guy can't travel in anything but a straight line; no matter how much, in the middle of his instant acceleration, if he tries to divert the course he would probably destroy himself; this world's magic isn't that omnipotent.

"You're the idiot, Skeleton Knight!"

I lightly threw the 6 bottles of Enhanced Oil in 'the spot a little in front of where I was' and then jumped back with <High Jump> to escape the area of effect of the Enhanced Oil.
The Skeleton Knight plunged into the heart of the explosive flames, and so …

"Guoooooo!? This fire … damn you, you planned for this! Such impudence!"

Anyone who uses the same thing twice in a short time can only be an idiot, though I'm not going to say it.
And then, because he's an Undead, there's the old trope of him being weak to fire, and because of the heavy armor, there's no way he didn't take a direct hit; even so it's a lot more work than attacking with Bow.

"There's no way I'd go head to head with a guy like you."

I don't know how they trapped Andre and his group, but at that time the words 'fair and square' were probably irrelevant, and so I as well will use every trick I have.
And so I let the still-blazing Skeleton Knight eat another Heavy-Bludgeoning Arrow.

"Then, you should try taking this as well!"

So saying, the Skeleton Knight swung his knight sword down on the spot.
… and immediately afterwards black blades aimed at me came to assault me!
You mean he can reach me at full-force at this distance with those blades-!?
Since this was completely unforeseen, I got stabbed.

"*Gu*-! Shit…"

I only just barely managed to avoid a direct hit, but I instantly covered my body with my left arm.
Thankfully the shield protected my right hand, but any other movements were impossible.
The X-Bow fell from my left hand. And on top of that, a numbness ran up my whole arm from my hand to my shoulder; like this I won't be able to carry anything at all.

(Of all things, against such a formidable opponent, I've now received Break Arm!)

When I look at my HP, there's not even 40% remaining; in otherwords, my arm took over 25% damage so it was judged to take Break Arm; it's probably fine to say that I've made a huge blunder …
This is extremely bad; the numbed left hand can't hold weapons or tools at all, and it's numbed to the point I can't move it; it can't do anything but hang there loosely. There's no way the Skeleton Knight won't notice.

"*Ha-ha-ha!* Doesn't it look like your arm is out of order? It's impossible for the you who can no longer use a bow to win against me!"

The Skeleton Knight leisurely recovered himself.
I immediately took out an Uncommon Potion and drank it to recover my HP somewhat, but … the numbness of my left hand won't go away; this is really bad.

"But, you're a tenacious bastard, so I will give you all my attention!"

Saying so, the Skeleton Knight's body glowed three times and he came charging in, though kind of at my left side…? There's nothing I can do but jump to the right to evade; completely focused on throwing the oil, my focus hasn't recovered yet to think about anything else, and since the amount of Enhanced Oils is few, I can't pointlessly use them.

“With this I’ve separated you from your bow, *Kakakaka-!”*

I’ve been had …! Like this, even if I recover from Break Arm, I can’t pick up my bow!
It can’t be helped, I’ll have to use one of my hidden cards.
Making up my mind, I raise my numb left hand and reach my right hand up to the handle attached to the Secret Metal Shield, activated the hidden mechanism of the shield, and transformed it into the Secret Another Bow form. With a *klack*, *clang* metallic sound reverberating, the shield finished transforming into a bow.

“I still have a chance; it’s too soon for you to celebrate!”

If you lose the mental battle you lose the war; I understand that, so therefore putting on some bravado is fine, and hearing my voice reinvigorates me.

“You! You still had that kind of hand to play!”

For the Skeleton Knight as well, it must feel like the advantage he thought he had was suddenly thrown off and returned.
… but actually, the Skeleton Knight is the one with the advantage. This Secret Another Bow has a number of faults.
1 of those is [the usable arrows are limited], therefore the penetrating Twister and the bashing effective Heavy-Bludgeoning Arrows can’t be used at all.
And another 1 is [Arts cannot be invoked]. Since I brought a mechanism that wasn’t in this world in, since this isn’t a bow from this world, the judgment was made that the Arts cannot be activated with it. There’s nothing I can do about these two faults.

That said, even so I have preserved the ability to attack from a distance, and the fact is that simply firing shots with my own power with Another Bow is advantageous, and since the draw power required has become less, the rapid-fire ability has increased. Without relying on arts, I raised the rotational power and, just a little bit, shaved off some of the Skeleton Knight’s HP.
Even so, I really am going to need to recover that X-Bow behind the Skeleton Knight in order to deal the finishing blow, since I bet I’m going to need Arts to drive the nail into the coffin… but it won’t do to panic … if I don’t focus on shaving off a little bit at a time right now …

“*Gu-*, though I thought you were just a frail human … it’s unavoidable!”

So the Skeleton Knight said, and readying his shield he charged in. Shield Charge; of course he can do that.
With minimal movements I retreated backwards and avoided to the left side, and with that I should have been able to evade … but the Skeleton Knight, with the Shield Charge still up, altered his course towards the me who evaded!
For a player using Shield Charge, that you can only move in a straight line is 1 of its weaknesses, but this guy has an improved version!? Being exposed to a direct hit right after evading, I can't even use <High Jump> to evade.
For me, who was sent flying after being fully hit by Shield Charge, at this point my HP was cut down to only 10% remaining.

"To make me go as far as using this Shield Charge … even though your blood would make me much stronger, it would make a better offering … and after that it would be good to return you to your beloved god's side through death."

Ku … that shock of being blown away activated a Stun, huh; my body can't move. Another Bow's transformation has also worn off and returned to being a shield … my mouth is the only thing that can somehow move.

"Return … to god's side?"

Kukakakaka-! The Skeleton Knight raised that laugh.

"You humans always beg god whenever anything happens. So isn't it that you love your god so much? And that's why I will send you off to return to that god's side all of you talk about. *Maa*, I will treat your flesh as the materials to make me stronger, so shouldn't you be grateful? … Then, die."

With that the Skeleton Knight swung the knight's sword … swung it downwards.

But with Stun just barely wearing off in time, I dodge backwards with a roll.

"Wha, you!?"

Ignoring the Skeleton Knight's voice, I do a Sweeping Kick at the Skeleton Knight's leg and, though it's just a little, succeed in breaking the Skeleton Knight's posture; from there I rise and bust in the Skeleton Knight's chin with an Upper Kick.

"- – In this world …"

To my own words, the Skeleton Knight groaned a “What?”

“In this world the god that you speak of doesn’t exist! What exists is, no matter how ugly or laughable, the will of humans who struggle to live-!”

On that alone I won’t budge, on that alone I won’t concede.
I don’t know about other people’s opinions, but for me, a convenient thing like god doesn’t exist.
If by any 1 in a million chance god exits, he doesn’t reach out a hand to people in need. It would only be an existence that only coldly watches from a distance.

“Then why don’t you show me the truth of your opinions; there’s no way you can win against me with that!”

Even if you don’t say it …

“I’ll do just that!”

I was able kick the knight’s sword swung downwards, hitting it in its trajectory and altering it to evade; I’ve already seen it’s trajectory many times, so I am able to interact with it.
“Nani-!?” the Skeleton Knight was surprised; you’ll pay if you underestimate people!

“Let’s go, <Triangle Shoot!>”

At that place, I deployed the illusions that will only last for 1 second, forcefully jumped to the wall on my right side, and with the Triangle Kick I kicked the wall, arranging myself so that the stakes on the bottom of my shoes were aimed at the Skeleton Knight’s head area, and drove them in with all my might.
It’s an Art that I learned when Assaulting Kick reached Lv20.

“*Guo-!?* Damn you, where did you go!?”

After kicking his head, I used the recoil to jump back, immediately throwing 2 bottles of Enhanced Oil left and right at the Skeleton Knight. A flashy explosion and flames soared high.
But even with that, the Skeleton Knight shows no signs of crumbling and falling apart … *ku*, is his endurance way above the Queen’s-!? At this rate I’m going to lose, and I only have 4 bottles of the oil left, and there’s no good timing for me to pick up my Bow.

… I can only bet on using the real Fairy Magic with Fairy Language … preparing myself, I activate Fairy Language.

This duel is already near its end.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21
[Farsight]Lv49
[Craftsmanship]Lv51
[Small Shield]Lv 5
[Stealth]Lv40
[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv18
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone

A/N: I might update one more time today <T/N: nooooope>
I think that if you like a game, it's also one of the ways to have fun by yelling embarrassing lines about it.

<T/n: Why wasn't Earth using kick before? Aren't skeletons immune to piercing and slashing…? Oh wait, that's d&d. And Earth's defense is made of paper … right. Nvm.
Incoming literary rant:

Did that god rant come out of nowhere, or is that just me? I mean, Japan is largely considered an atheistic country, there was no mention of churches, clerics, or other religious-ish things in the game world, and neither Andre nor the Skeleton Knight said a peep about religion before that. It just feels so out of place… It's a little annoying, because with the proper staging, like Andre being forced to subjugate the dungeon due to some church's orders or some crusade-like actions, despairing in the end because their god forsook them, or the Skeleton Knight being a disciple of a cult that laughs at them throwing their life away for their god, it would have been a good little moment and Earth's anger would have been really climactic, but … alas. It just felt too contrived.
Done rant.>

The Duel in the Dungeon; the Conclusion

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: I did my best for another episode.

The Duel in the Dungeon; the Conclusion

This Fairy Language and Fairy Spell combination is something the Forums discovered.
Some informant was teaching himself his own Fairy's magic, and saying, I tried it and I did it, *yo*~ that information was spread around. The importance of Fairy Language increased in a moment, but it's not that easy to learn the Fairies' magic, so there aren't many who can use it.

This method of using Fairy Language to activate Fairy Spells is, since it's magic learned from Fairies, a 150% effectiveness increase when activated, and it's curse is close to High Magic.
Of course there's a bottleneck; first of all, the arias are extraordinarily long, and for those long arias, you absolutely have to speak in a voice loud enough for your surroundings to hear clearly. Furthermore, the MP consumption is the absolute maximum, and so you won't be able to use any magic over what's left of the maximum for some time, and the magic's cool-down is at least 2 times longer than usual.

And then, the greatest bottleneck is that once you begin the spell's aria, if you have more than 5 seconds of silence, activate and Art, misspeak the spell, the instant you make any one of these errors it will be treated as a Fumble, and the magic won't activate, only consuming the maximum MP.
It's a sensitive magic where committing a mistake, whether small or great, renders everything useless.
I've been backed into a situation where I can only rely on this; I recognize the risks of screwing up, but even so, I'm going to entrust everything to this final bet.

But before that, no matter how little, I must seal the Skeleton Knight's movements.
Taking out my whip, I try using <Restrain> … but that is a failure; when the Skeleton Knight resisted, the whip just couldn't wind around him at all; it actually greatly damaged the whip instead.
Out of necessity, out of the remaining 4 bottles, I immediately toss 2 bottles of the Enhanced Oil to keep the fires burning; the remaining 2 bottles I reserve, believing that I can put up the last of the last stage of resistance with them; holding an Uncommon Potion in my mouth, it's just a little bit, but I recover some HP, and with this my HP has recovered to 20%.

I'd really like to buy even the slimmest amount of time, but it's already at the point where if I just have to do it; if I screw up, at that point my defeat will be decided, if I get it right, it would be great if my winning percentage goes up to at least 30%, that's the kind of situation this is, but doing it is way better than not doing it. Now that I've decided, let's begin the aria.

"Oh, to the host of Fairies, I ask that thee listen to my voice, to my wish I ask thee to listen …"

I can't cancel it anymore; at the moment I began reciting, the maximum 60% of my MP is devoted to it. In the event that I misspeak, it will all be over; it's a pressure that makes your stomach hurt, but I withstand it and continue the aria.

"My supplications are together with the Fairies, together with my great desire. To the greatness of the Ruler of the Fairies I ask, to the Ruler I ask"

"I offer up a portion of my magical power to the great Ruler of the Fairies; for just this time, bestow upon the power of my soul your great divine protection"

"Clad in that divine protections and magic power, I will face the foe in front of me; I will become the power that can grant them great pain and despair"

The Skeleton Knight that was held down with the flames has become aware of it; I don't have time!

"With this aria I pledge an oath; the glory of victory and the honor I will offer to the Ruler of the Fairies, and so I seek the support of the Ruler of the Fairies"

The Skeleton Knight closes the distance in an instant, raising the Knight's

Sword overhead.

“Stop your aria! Obediently become my sacrifice!”

In the middle of the aria I can’t use any Arts, so predicting the line of the sword, I barely evade by kicking away the sword; I have to concentrate, though I don’t know if this will pass on the 1st go.

“My name is Earth! I am the one bestowed with the techniques that surpass the 87th Generation Fairy Queen! With this contract, this one time, I ask that a miracle manifest itself before my eyes!”

The Skeleton Knight also judges that I’m close to finishing my spell, and releases his number 1 fastest sword strike, swinging down in my direction; I’m not going to be able avoid this one!

“Even when it’s completed, a miracle won’t occur!”

I received that blow with the Secret Metal Shield on my right hand. Since I can’t use Arts, I really took it with just the shield.
Of course doing so … *bigi….* a dull sound occurred and the shield had a crack running all the way through it; I can tell that the mechanisms on the inside have also been largely damaged.
Because this is the first time I parried while not using Shield Arts, the shield itself took a lot of damage, and the inner mechanisms were damaged as well.
It’s probably at the limit where you can’t even repair it, and the Another Bow on the inside has died. I can’t rely on this shield in a harsh battle, and on top of that it probably doesn’t have much more durability left.

“I will utter my desire here and petition the Ruler of the Fairies, for the sake of my desires!”

But it will make it. I’ll make it in time. Most likely, if I have to do it one more time, I definitely won’t be able to. With all of my power in this one time, take this!

“Bring forth true strength now and attack my foe, <Elder Prism Nova!>”

Above the Skeleton Knight’s head, light in 7 colors rained down heavily, enveloping the Skeleton Knight.
The damage itself was removed, but the all important Bad Status infliction that

everything hinges on took hold; if just the Skeleton Knight's legs, even if just for a short while, can be petrified, then …
But the enveloped Skeleton Knight has his left hand frozen and his right leg petrified, but his right arm and left leg are going strong; with this, I probably won't be able to pick up the X-Bow; is this as far as I go?
The moment I thought that, the Fairy Queen appeared, or so I thought, and immediately activated a magic aria.
Immediately a small blizzard occurred and enveloped the Skeleton Knight.

"Queen!?"

I unconsciously cried out, but right after she gave a sweet smile, her form disappeared. That's right, an effect of the ring is that a mirage of the Fairy Queen can appear; it hadn't ever happened before now so I had completely forgotten.
I bet the Skeleton Knight wrapped up in the blizzard most likely can't see where I am.
And then, since it's the Fairy Queen's mirage that activated it, it's not frozen where I am.
In order to recover the little HP and MP I had left, I drank 1 bottle of Uncommon Potion, used <Wind Booster> to rush to the side of the fallen X-Bow in an instant, and recovered it. I can see victory in the distance, though it's in a large portion due to luck … it's the first time luck worked out in my favor …

"Damn you, so what if you have the contract! How much more will you irritate me!"

When the blizzard ceased, the two facing each other are the Skeleton Knight and myself. However, the Skeleton Knight's limbs are quite frozen; if I don't bring it to an end before the thaw … The Queen's mirage came and gave me my last chance, I have to take it.

"We're probably both at our limits; it's the end, Skeleton Knight."

I grasp my bow tightly. Power flowed into it naturally.

"It's only over for you, human."

Even with his arm frozen, the Skeleton Knight lifted it above. I have no time.

"Prepare yourself!"

Saying only that, I prepared myself for the final attack.
My remaining MP is also low; this really will be the last attack. The Skeleton Knight probably won't even give me the time to drink a Potion.
I immediately move to right in front of the Skeleton Knight's eyes while invoking <Fly>, and immediately activated <Triangle Shoot>. I leapt to the wall on the left side, and with the recoil, I came flying back and kicked the Skeleton Knight in the head, and furthermore took to the space above.

"*Gunu….-*"

The Skeleton Knight's voice sounds like he's just enduring. But from here on, let's finish it all at once; remember like that time with the Queen.
Taking advantage of
<Fly>'s ability to stay in the air, I move close to his top and hammer in
<Wide Arrow> while gliding, then using
<Gattling Arrow> to scatter-shoot 8 Heavy-Bludgeoning Arrows into the back of his head, and when I landed, I immediately shot
<Twin Fang Arrow> to rack up the damage on the back of his head.
Using
<Sliding Charge> to forcibly move to the front, I used
<Mirror Arrow> and aimed at the neck portion, then using the Heavy-Bludgeoning Arrow once again, I used
<Arrow Twister> to shoot out the bone in his neck.

To leave the final, finishing touches, I threw the Enhanced Oil and made an explosion … and with this I've used up everything I had; my breath is rough, and I have no power left in me.

"Damn you…"

Still fixated on that, the Skeleton Knight stood up … but at that moment, he slowly collapsed to its rear. From there, gradually, his armor and shield one by one became dust.

"Is it … over?"

If it isn't really over, I really won't be able to do anything more … Facing downwards, I try to catch my breah.

"Splendid; it's your win."

I heard the voice I thought I wouldn't hear again, the voice of the Knight, Andre.
When I looked closer, at the site where the Skeleton Knight's skull fell, there was only a single sword stuck in the ground left.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21
[Farsight]Lv49
[Craftsmanship]Lv51
[Small Shield]Lv 6 ↑1UP
[Stealth]Lv40
[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv18
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is "The Fairy Queen's Husband-san"

A/N: Magic <Elder Prism Nova>

Currently, this is an Earth-only Fairy aria spell.
It bestows great damage along with several Bad Status conditions; against a Boss it's unable to be effective for instant death, but aside from that it allows you to ignore 95% resistance against Bad Statuses; it's a ridiculously powerful Fairy aria spell.

The greatest MP exhausted is 60% (In other words, in the time before you are

able to recover, you are unable to use any more than 40% of your MP normally). It's a long aria that must be completed without a single misspoken word; it as the high difficulty where Fairy Language must be, at lowest, 85 or above, but Earth has the Fairy Queen's Ring, and thanks to that he is able to make the difficult pronunciations and fulfill the requirements to use it; it's the ring's greatest merit.

<T/N: Almost translated "divine protection" as "divine blessing," thanks Vending Machine!
It was shorter than I expected, so I nailed this chapter out too… Good Night…>

And so, History Disappears Unseen

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: The battle rush against both the Queen and the Skeleton was not heavily influenced by SaGaFro's DSC (heh).[1]

And so, History Disappears Unseen

"Is that … Andre?"

I timidly try asking; it's right after the battle, so my wariness isn't fading.

"Aa, it's me, though originally I wasn't supposed to be able to have time to talk to you now. Since you were able to defeat the Skeleton Knight before my soul disappeared, I obtained just a little bit more time."

I'm not sure how he's talking while just the cranium part of the skull, but … what a cheery sounding voice.

"I see, I, was this enough to fulfill your wishes?"

Yes, when I began to ask that, he *kerakera* cheerfully laughed, and then,

"Aa, more than enough, you've fulfilled it more than enough. It is thanks to you twisting my fate that the long years I would spend as a monster won't be, and above all, you took notice of me, and so, it's enough."

From now on he's going to be vanishing, and yet he responds with such light-hearted words.

"Come to think of it, this way of speaking is how you originally spoke, huh?"

The heavy and awkward image I had of him before this meeting was completely blown away.

"Aa, that's true, at that time I had given myself to despair; though I couldn't do anything but entrust my hopes to you, I didn't have much expectation."

He said something rather contemptible *naa*…

“So sorry, I just managed to struggle through, so tough it out.”

Again, the Andre that was only a cranium laughed *kerakera*. His appearance is ghastly, but you can kind of see his charm.

“I’d like to talk like this some more, but ––that time seems to be drawing near; this will be my last words, so please listen.”

To this I obediently gave a nod in response.

“I am giving you that sword stuck in the ground over there; on top of the long years it has undergone, there are also probably no fragments of magic left in it, but as an antique, if you sell it, then it will become some money. I’m sorry that my expression of gratitude is far too little, but other than that I have nothing I can give you.”

To that, I returned a “I get it, I’ll take it without reserve.”

“And … you said, ‘In this world god doesn’t exist’, but I believe there is a god … I mean, right? I have this kind of appearance, but my both my body and heart were stopped from becoming a monster. And now I can face my old comrades and return to them … Aa, Lola, Gavin, Deckson, Milena, Rock … you’ve been waiting, you’ve really been waiting … I can finally go to the same place everyone else is.”

So saying, like he thought, the skull slowly disappeared.

“Andre, I have a last request too.”

From Andre’s fading skull came a weak voice seeming to respond, “What is it…?”

“A human’s lifespan really passes in the blink of an eye. And so, I’d like you to prepare me the best special spot on that side, and don’t forget good wine. If you say there’s a god, then he should be able to give that much accommodation.”

And then, to the man who heard it, I couldn’t hear his reply; already, Andre’s skull had completely crumbled; it was gone. With this, I assume that man’s long battle had come to an end; I went to the sword he had spoke of and took it in my hand.

—

An Ancient Knight’s Knight Sword

In a distant age, it is a Knight Sword that only a high-ranking knight of a flourishing empire was allowed to bear. However, the long years have taken their toll and it no longer has any value other than being an antique. It has been considerably abused, and many scars and cracks can be seen.

Atk +120, If you attack just once and manage to hit and do damage, it will disappear

—

With the sword in hand, I was lost in deep thought, when all of a sudden “Urgent Information” flooded through the entire server; the contents are as follows:

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Urgent Information

To all players, at this time, for continuing to enjoy One More * Freelife Online, we thank you very much.

At this moment, we have confirmed that the crushing of one of Secret Bosses from the Challenge from the Dead’s event has been completed.

As a result, at this moment a weapon category, [Knight Sword], has been added; Knight Sword is One-Handed Sword’s advancement; it’s weight is increased greater than one-handed swords, but it’s might and length are the strengths that this weapon carries; for the full details, please wait for our official homepage to be updated.

I repeat …

—

––In other words, this event’s achievements are to figure out the conditions to give players new weapons. If that’s the case … I bet there has to be others, the defeat a Secret Boss and unlock new categories mechanism; I have expectations.

I’m pretty tired, but I’ll anonymously upload the conditions for meeting the Secret Boss on the forums and log out, and then go to sleep.

————————————————————

Several days later I looked at the forums; ‘before meeting the boss it was terrible, but the boss itself was easy’ or ‘the boss was way too weak’ and the like were uploaded in droves; I had that hard of a time defeating him, and everyone else is treating them like grunt mobs … though, the fact that he had an invisible head was a superfluous addition that was conveyed…

————————————————————

The beginning of the next day’s log in. Right now I’m in the forge, but …

“No good, huh … this guy was destroyed in place of me too… sorry.”

Both the Secret Light Metal Shield and the Triangle Blade have damage percentages surpassing 90%. Since it was completely damaged, it avoided being destroyed, but repairs have already become impossible for both; for a weapon, it’s already death.
Even though it hasn’t been much time since the Secret Light Metal Shield was born, it took a direct blow from the Skeleton Knight’s Knight Sword, and without using Arts, so … but, if this guy wasn’t able to barely withstand it I would have lost; after giving it my thanks, the shield and whip together entered the forge to be returned back to ingots. After you’ve been changed into a different form, let’s battle together again.

While removing the impurities, I turned them into ingots once again; it’s an amount that’s just enough for 1 portion to somehow make a small shield. With that ingot I made a Small Shield and equipped it to my right hand. There’s no trick or anything, it’s just a small shield, but it can’t be helped at the moment.
Due to the effects of the large amounts of blacksmiths mining in mines, we’re in the middle of a depletion. It will take some time before you can dig out new ores, and even if it it’s restored, I guess you won’t be able to dig out mountains of ore like before.
For the whip, I bought a Rosethorn Whip from an NPC seller; I’ll use this for now.

Felling trees for wood to repair my bow and restock my arrows, leaving my Wolf Leather armor to an armor craftsmen for repairs, putting all my power into making a mound of food after a long time … let’s also try thinking up of new dishes.
And so like this, for the present, fighting all by myself has been put on break.

SKILLS

[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21
[Farsight]Lv49
[Craftsmanship]Lv51
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv18
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv3

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is “The Fairy Queen’s Husband-san”
Status Abnormality: Maximum MP is at minus 60%

A/N: 2 of the ridiculous weapons have now been eliminated here.
<Whip> is strong, but the backlash from the failure, as well as the shield taking damage without using Arts, can be said to be disastrous.

The story was a little short, but that’s all for today.

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1. DSC – An attack from SaGa Frontier that is a fist technique that’s basically a combination of other fist techniques in rapid succession. I’m guessing the author got a lot of reader mail criticizing him for copying it.

<T/N: Thank you Robert for your donation!
I really kind of like Andre as half a talking, creepy skeleton head. Also, kind of a nice little thing, where only Earth got to actually meet Andre+head, and everyone else met a headless version.>

Extra Edition; Forums and ???

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/N: Why other people treated an opponent that Earth had that much trouble with like a trash mob is revealed.
There is also ???'s conversation as well.

Extra Edition; Forums and ???

Challenge from the Dead Thread No. 59

362: There's been an increase in the defeat of the solo-only Secret Boss, *ne*.

363: Suck it up and plunge through the middle of all the traps and if your luck is good enough, you'll make it somehow… it was seriously all up to luck, though.

364: If it's someone with Wind Magic or a Wind Fairy then they might be able to get through the dungeon kind of easy, *ne*.

365: You could use brute force with just enough luck to solo, *naa*.

366: So is it decided that what the analytical group people said about the importance of going into the dungeon with party members is going to change?

367: Of course; I've been properly looking into it myself.

368: If you struggle along, it'll work itself out *naa*

369: yeah, and the person who first defeated him even told us about its attack patterns **370:** and then all you need to do is pin him down with attacks, let your Fairy attack, and he's instantly weakened, *ne*

371: He gets mad saying, "You damn contractor!", but since he's weakened, it's not scary at all.

372: yeah, once he's bombarded with Fairy attacks, his attack power, defense

power, and speed all drop **373:** And after that is just cooking him up, about

374: the path to get there is way harsher

375: but if you enter a 2 or more people party, the traps increase in an instant and you can't force your way through at all.

376: Without Thief and only good luck … the only way you can get through is solo, looks like **377:** If you're solo, then monsters that don't usually come out will also come out, like the Ogre Skeleton.

378: That guy, huh … if you're alone winning should be pretty tough.

379: Even if it takes Fairy attacks, it doesn't weaken any, so it's a lot scarier than the Skeleton Knight.

380: It's a good example that, even if it's a boss, if you know its definite weaknesses there's nothing to be afraid of, the Knight I mean.

381: That's true; is there no new Secrets discovered yet?

382: Maa, I expect there's ones that you don't have to fight solo **383:** I heard the big guilds have 6 man parties reaching the 9th floor **384:** Killing everything on the way?

385: Seems like, they've been talking about how their Skills are going up and how their Fairies are also leveling up.

386: Challenging everything and dealing with traps even quicker is the problem, *ne*

387: It's probably not going to take that long to do, even with traveling in 6 man parties **388:** Then all that's left is your luck with finding the stairs and a race with time.

389: That really is it … if your luck is bad, you can just keep barely missing it **390:** Since it's a random dungeon, there really isn't anything you can do **391:** yeah yeah, you can't do that thing where you prep ahead of time with walkthroughs, *naa*

392: Is there anyone here who's already taken Knight Sword?

393: not yet-

394: One-Handed Skill is still 48 *degozaru …*

395: Not yet, *naa*, though I want to try using it

396: It's probably something like an extra long Long Sword with a jewel?

397: >394, keep it up

398: It's like only a portion of people can use it, *ne*

399: It's supposed to be heavy, but I wonder exactly how heavy?

400: >399, compared to a steel-made longsword, about 1.4 times **401:** That's pretty heavy; I wonder how the power and reach are.

402: The power is 1.2 times, the reach is 1.3 times, about. It's just, because it's longer, handling it is difficult.

403: So it's not a huge increase in power; I'm a little dejected **404:** The power aside, when you see the reach it's totally different; if you're the type that only looks for power, it might look awful to you.

405: >404, he probably just doesn't understand the fear of a long reach; don't worry about it.

406: There's also the worry of difficulty in tight places … you'd have to use something else, *naa*

407: Crushing other Secret Bosses will probably unlock new weapons, *ne*?

408: Most likely the next will, so probably.

409: I'm so excited, big guild guys, keep going

410: So we're not thinking about clearing it ourselves huh? lol **411:** No way … I mean, 6 man party dungeons are full of MonHou, full of traps …

412: I get how tough it is though, *naa*

413: *Maa*, if everyone does their best by themselves while hoping for everyone else to succeed, that's for the best, *ne*?

414: A- , that's true, that's for the best

415: Even before getting to the bottom your Skill Levels just keep going up, so making that your goal too is fine.

——————————————————————

616: A-, this is info that just came in, but a 6 man party just reached floor 10

617: Seriously!?

618: Are you serious?

619: *excited*

620: I wanna know what the boss is ~

621: I guess they couldn't beat it, since the Urgent Information didn't come.

622: I can tell you now, right -? They said the boss was a Dragon Zombie … its poison breath does huge damage.

623: D-D-Dragon's here-!

624: Of course it had a Breath … it's the standard

625: Poison seems kind of underwhelming, but it can be harsh *na* … If you concentrate you should be able to interrupt it.

626: The people who fought it said that breath destroyed everything, and without a chance to heal they were annihilated **627:** Now is it a Secret Boss or a regular Boss…

628: With that kind of strength it wouldn't be weird for it to be Secret though **629:** I hope a party that can beat it comes

630: They'll probably have to increase their Skill Levels and prepare necessary potions *naa*

631: If you're thinking about defeating it, that's necessary

632: I'm going to work towards defeating that as my goal; cyas **633:** > and that was 632's last …*omitted*

634: That's too cliche, stop lol

635: Whatever you say, isn't having that as a goal fine? I'll cheer you on, *ze*

636: The big guilds haven't really had anything they could really chew on recently, so the Devs added this thing in to correspond to it.

637: So this is good management? They've just been demons all over the place

though **638:** Even so, there was a guy who broke through it *na*; the person who first did it solo is amazing **639:** Without information or anything he did it, *naa,* you need to praise the first guy who defeated it **640:** But who is the first guy who did it solo? I can't find any information regarding that at all **641:** I can think of several people who would have been able to do it **642:** What about the Fairy Queen's Husband? It wouldn't be so strange if he did it.

643: If you calm down and think about it … The Husband doesn't have a Fairy, right?

644: Defeating that guy without a Fairy would be kind of hard **645:** yeah, heavily armed people aside, fighting bones with an arrow is just way too bad a matchup **646:** and as a bonus, without Fairy attacks it won't weaken; no matter what, that's just impossible.

647: If you think about it like that, we have to exclude The Husband, so who is it …

648: And if you exclude the guys who'd come out and tell us … it's a mystery, *ne*

649: Maa, isn't that fine for now? From now on it's going to be information on how to defeat the Dragon Zombie.

――――――――――――――――――――

???

"Alright, now let's hear the report."

"Yessir, at this point there are no problems from the developer's end."

"How is it on the AI(children)'s side?"

"For them, it's a bit rough, –*ssune*…"

"*Fumu,* specifically?"

"To put it frankly, there are too many guys who've cooled down, so the AI(children) are also saying it's not fun *ssu*."

"… We can't do anything about that; we'll just have to take it as a lesson."

"Sir, we are always going to continue to challenge and research that."

“I know, but at the least there are a lot of good guys out there too.”

“That’s true -*ssu*, the 1st AI(children)’s number one, PN-000-EA is having fun –*ssu*.”

“Yeah, we’ll have to give that bow-user kid our gratitude, *nee*.”

“*Umu*, thanks to him, EA is sending back a lot of feedback and the AI(children)’s learning is proceeding along.”

“It’s just, on PN-001-EB’s side, her “So BOOOOORED!”s are increasing.”

“I’d like her to bear with it until the Version Upgrade, but …”

“But just talking with the researchers and managers, and developers too, of course she’ll get tired of it.”

“I understand her feelings too, *ssu*~, Sir, what should we do?”

“… If we conceal her outer appearance to some degree, should we try letting her walk around a little?”

“… I can’t really agree, but keeping that child shut up like that is also too pitiful.”

“I thought you’d say that, so I already prepared EB-use clothing *ssu*.”

“Your preparations are too well-done…”

“Because I was expecting it, –*ssu*. This One More itself is originally a plaything for rich people, started out to answer the demand for people who wanted to try walking around in another world different from Real-life –*ssu*. And I know that’s why they’d hire AI researchers for a lot of money –*ssu*.”

“When the thinking AI(children) are finished, all the NPCs will have feelings and expressions, and because they’ll be able to keep up any kind of conversation, this will be the first great step closer to fulfilling those wishes for another world with no limits *ne*.”

“Aa, for the Game Users, to the very end they’ll see it all as stuff that happens in the game, so it’s convenient for them.”

“It’s just, I’m worried because these AI(children) only exist HERE –*ssu*.”

“… I think it’s better if the Users don’t know how much money it’s taking. If

they just treat it as another life while having fun, it's for the best."

"So you mean it's fine if the AI(children) take it as living their first life?"

"Aa, I'd like it if the AI(children) also had fun."

"Then, that's the direction we'll take it –*ssu*."

"If you would. I ask that both of you continue your work."

""Understood.""

"AI(Children), just wait a little longer; just a little longer, when you're completed, you'll be able to go out and have your own adventures; it might be artificial, but it's a world you have the right to have fun in…"

Because it's an Extra Edition, there is no Skill write up.

A/n: I was at quite a loss writing ???.
I decided to write it after considering that it would fine to carelessly venture into that field even if there are readers who understand that.

Again, I just said it, but I'm absolutely not going to take questions or comments on ???.

<T/n: … The manga makes so much more sense now.
lmao, so he needed to attack the Skeleton Knight with Fairy Magic from the beginning… poor Fairy-less Earth.>

When we Gathered Together After a Long Time, it's Another Hard-to-Deal-with Person.

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n: I will refrain from forum stories for the present.

When we Gathered Together After a Long Time, it's Another Hard-to-Deal-with Person.

["Earth, it's Zwei; do you have time right now~?"

As I'm making food for the street stall and medicine today as well, in the middle of it came Zwei's Whisper Chat.
It kind of feels like it's been a while; ever since the Challenge of the Dead began we haven't had any conversations.

["I'm in the middle of crafting, just about 5 more minutes, but is it an emergency?"]

If it's an urgent emergency, then he'll have to try someone else. I have requests over here that I can't just run out on; Since it's a given that no one would come over to a crafter who runs out on requests, I have to properly continue to give them what they need.

["It would take around 10 minutes to prepare on our side, so no problems, *ze*; we've been talking about going down about to the 6th floor of the Challenge from the Dead with a 6 man party to level someone's Skills, but … today Nora had some other things to do that ended up conflicting …"]

I see, the Thief role is the dagger-wielding Nora's responsibility; that sounds about right.

["And so thinking that I have Thief, you were hoping I'd come … but are you

guys okay with healers?”]

For some reason, Nora also specializes with the Water element’s magic, which specializes in healing.

[“The one new member we have coming can heal so no problem, and from your actions, it means you took Thief, right?”

Good grief, he’s seen right through me.
I don’t remember ever telling him about it directly, but he’s one of those guys who can tell what abilities someone has just by look, Zwei is.
If THAT just had a little of bit of charisma, than he’d become someone great, *na* … the heavens won’t bestow two blessings on one person is something that’s often said.

[“Then tell be where to meet, I’ll be there in about 10 minutes too.”]

After confirming the meeting spot, I cut off the Whisper Chat with Zwei. Now I really have to concentrate on cooking.

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And 10 minutes later, there were 5 people at the meeting spot.
Those people are Earth (that is, me), Zwei, Milly, Reiji, Rona.
There’s a new person that’s supposed to be coming, but it looks like that new person is late.

“Zwei, what happened to the new guy?”

For appearance, I try asking; if it’s just running a little late it’s not like I’ll get mad, but … with her profession I know there’s a lot of troublesome preparations, but… Even so, it’s a fact that this is bad manners.

“Sorry, even after I specifically had you come … it should be just a little longer.”

It looks like this is even out of Zwei’s expectations, so there’s no point in voicing my complaints. It’s not like this is a corporate meeting, so making everything tense has no meaning at all.

“A-, Earth-kun, there’s something we should tell you … about the new girl.”

Here Rona spoke up.

“*Umu*, how should I say this … she’s the kind of person who can calmly say rude things … originally we keep her grouped with people inside the Guild but … today somehow we couldn’t get plans to line up.”

Reiji’s tone when speaking is also off; looks like another person with a strong personality has come …

“Got it; is it fine if I deal with her appropriately?”

In response to that, Rona and Reiji said nothing and nodded. In their eyes is ‘we are soooo so sorry’ written there. Right after

“*Hou*, are you all lined up for MY entrance? I give you my praise.”

Said a shrill voice; this voice is the voice of a brat, huh.

“Idiot, you’re late, and we even have people who aren’t guild members who came today for hunting; immediately apologize!”

Oo, Zwei raising his voice in anger is pretty rare; so he’s particular about this kind of thing.

“Even if you say they aren’t guild members … Milly-san is practically a guild member, right? And the other person … what a weak looking bow user, *desuwane*, is he even going to be useful?”

Aa, I see … this is a person is hard to deal with.
Like an overdone cliche, she has blonde curls, 4 drill-like strands dangling; now if she was just wearing a dress, she’d be the template ojousama.
… After Rona and Reiji bowed their heads in apology to me over and over, she finally said her apologies. If it was just to this degree, she would still have been cute.

“Whether I’m useful or not should be proven in the dungeon. 1 action is better proof than 100 words, right?”

So saying, it’s just a little, but I give a sly smile like a person with the sfx “nya-tto” would have. Doing this much is probably fine.

“There are alot of men who are just all talk; aren’t you also one of them?”

If she’s going to go that far, then now I’m just going to completely ignore her. In the first place, she’s acting arrogant for being late, *naa*, and even when her

own party leader gave her a warning, even then she's going to be the type that won't change until she gets cut off. Since this is a party that Zwei started, she's basically stomping all over his reputation.

"For crying out loud … Earth, this is Eliza, full name Elizabeth, but it's a pain to say so it's Eliza. Her magic is good at least, and her Fairy is that Water seahorse over there."

––The 'self' introduction was done by Zwei; you have it tough too *naa* … huh? Why do I feel like crying? Weird. There shouldn't have been any sad conversations.[1]
At any rate, we're just about to head off and … I'm worried.

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We went at an agonizingly slow pace until Milly threateningly said, "Enough! Do you plan on wasting mine and Earth's time any further?" and Zwei and Eliza were petrified; after that Eliza instantly became obedient; exactly what happened?
Previously I'd heard that when Zwei made Milly mad she was terrifying; so Eliza's also made her mad before.

M,maa, anyway, we were able to enter the dungeon, so yay. It's something I shouldn't think too deeply about so I won't bother; I have no intentions of purposefully stepping on the tiger's tail.[2]
For now I should only think about aiming for the 6th floor; we've already entered the dungeon, so I need to concentrate.

If you're careful of the traps, floors 1~3 are levels that don't pose any problems; monsters themselves aren't strong, and doors don't have any traps, comparatively; right now they're easy levels.
Even the traps are only at the degree where there's terrifying ones mixed in once in a while; the previous time I came with the Heroes was really just random bad luck *na* …
And different from previously, I have the 7 Tools for the traps; I only quickly dismantled the bare minimum necessary; I'm really grateful for the tools *ne*.

"It looks like you're only good for being used to dismantle traps *desuwane*; for battle you're useless, though."

Eliza flares up at me, but I ignore her.
In the first place she's just an idiot who can't dismantle traps herself, but, *maa*, fine, it's best if I don't respond to her.
For the battles, Reiji, Rona, and Zwei blow them away one after another, so MP consumptions is under control.

Furthermore, Zwei and the others' Fairies have also all evolved.
First of all, Zwei's Fire Wolf Fairy has gotten 1 size bigger all around, and Milly's Fairy was a Dirt-armored Gnome, but right now it's clearly in the form of a girl clad in armor.
Reiji's Fairy should have been a mole, but right now it's an Earth element hedgehog. And Nora, her Light eagle evolved into a small-sized Light element griffon which, compared to its previous state, is one size larger; of course, its strength is also one size greater, I bet.

… The effects from the Elder Prism Nova I shot previously haven't completely gone away; I still can't recover any more than 80% of my maximum MP.
Because of that I'm extremely grateful for the current situation where the people around me are strong and I don't have to rely on strong Arts to fight.

"He's the kind of guy who's handy in the right places … o, found the stairs to the 4th floor, *dazo*."

I checked that there weren't traps installed around the stairs and conveyed it to the party.
With Zwei going, "Then, let's hurry and descend-," everyone continued.
– – And then while descending to the 4th floor … it happened again; when I started to descend to the next level, chills ran through me … again, huh, now is it a monster house or an instant death trap, or is it both?

"Warning everyone, this level has dangerous traps and monster houses, so I would like you to not carelessly open doors."

When I dove in with the Heroes, this chill running through me meant there were traps and monster houses, so that there are dangerous factors isn't wrong.

"We just entered, what on earth are you saying? Even if cowardice has-" "Shut it! Do you want to kill the party?"[3]

I'm speaking from convictions based on previous experiences; if it's just you by yourself going to get yourself killed then I won't say anything, but if you're going to get the rest of the party wrapped up in it, that's a different story. Therefore I have to say it forcefully here.

"Earth, is that true?"

Reiji directed that question at me; good timing, I'm grateful.

"There's no mistake; when I dove before, when there was dangerous things I sensed chills, and at that time there was both a monster house and an instant death trap together."

At that, the party members went silent. The 4th level has already become famous amongst players for producing many deaths. That probably has an impact too, I bet.

"Anyway, from now on, if we need any doors opened, I'll do it. … the doors themselves might have traps, see."

The work for the Thief gets real from here on. I tighten the strings of my heart once again and took the last step of the stairs and onto the 4th level.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21
[Farsight]Lv49
[Craftsmanship]Lv52 ↑1UP
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv19 ↑1UP
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40

[Advanced Cooking]Lv4 ↑UP

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is “The Fairy Queen’s Husband-san”
Status Abnormality: Maximum MP is at minus 20%

A/n: After a while it’s a party together with Zwei and company.
Of course they have also become stronger than they were previously.

The Fairies have also evolved; they’re quite the reliable ones, *ne*.

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1. He feels like crying because Zwei’s too pitiful.
2. I was going to substitute with the idiom ‘poking the bear’, but, well, you get it. No need to provoke dangerous beasts.
3. For the record, he uses *damare*, which is more like a person of authority demanding for silence, rather than *urusai*, which is more like an annoyed complaint. I would have used ‘silence’ instead, but it didn’t have the heat that ‘shut up’ packs. *changed to ‘shut it ‘ as suggested

<T/N: omg, my skin was crawling translating that brat’s lines. At the same time, I have never seen Earth so irritated, so it’s kind of amusing. Also, he changed from floors to levels somewhere in there, and it’s such a small change that I can’t bring myself to hunt through and double check every instance. Also, I made a mistake earlier in chapter 61. His bad condition was that his MP was at MINUS 60%. The author just put a dash. He usually doesn’t do dashes and just writes it in. It was confusing.>

Thief’s Pride

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n: For the most part Thief has largely support roles, but for those thieves, it’s something to take pride in.

Thief’s Pride

[A? What’s the most important thing to being a Thief?
First of all, those guys who steal money and things from others aren’t thieves, they’re just scum. *Maa*, we don’t allow those kinds of guys to exist in this guild, though.
Thieves contribute by plundering valuables from monsters, dismantling traps; *maa*, that’s standard, but if that’s all you got than you’re second-rate.

The number one thing that you steal is the risks potential factors that will annihilate your party.
––scouting for enemies, destroying the ranks of monsters or those guys who’s fallen to scum with sneak attacks, saving the lives of your allies.
If course it ain’t flashy; the brawniness of the swordsman or the bang and glitz that accompanies the magic users’ attacks are only hindrances for us, so therefore there will be people who say we’re weak-ass guys; I’ve been badmouthed pretty badly myself.

But you know, it’s fine that that’s the norm; even if they say those things, it’s fine to laugh foolishly than yell back at them. The only times we should yell are when the party steps on something, there’s a trap, or when we’re challenging an impossible fight and there’s people dying from it.
If people are dying while their fighting monsters, that’s not our problem; that just means they were weak.
But, death by a placed trap, being cornered into the dilemma of triggering the trap on a treasure chest, or the party being wiped out by a sneak attack, for a

thief, is the most embarrassing occurrence; in order not to make that blunder, we're practicing today as well.]

––The teachings of a certain Thief Guild's Guild Master

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"There really are a lot of traps; I'm asking you, please don't touch anything recklessly."

The number of traps that I have dismantled since we descended to the 4th floor has already surpassed 30.
And this is just with me dismantling the bare minimum traps necessary.
As expected, that chilling feeling means that the floor is going to be nasty.

"Sorry for relying on you so much; to think we'd get hit with such bad luck…"

Reiji said that; *maa*, this here is what the Thief should naturally do …

"Don't mind it, this is my job after all … that over there is your show; straight ahead is 4 bones, about 2 ghosts."

Thief's <Danger Perception> is doing good work as usual. The party members immediately prepared for battle.
There's the possibility of suddenly being assaulted, but because this is a VRMMO, it's not the easy situation where taking a hit while you're defenseless for 1 turn; your cooperation and formation can be destroyed, and for those clearly a class below, there's even been cases of being annihilated; it's a very real-life like scene.

That said, if you can evade sneak attacks and avoid getting into impossible battles with higher level opponents, then you can more or less avoid being annihilated.
The Soldier Skeletons and Wights that came to assault us this time were turned to dust in a matter of minutes. I faced the Wights with the ability that clads things in an elements, using <Wind-blown Arrow> to pierce through and erase them; for the Soldier Skeletons, Rona's hand-to-hand attacks played a huge role in beating them up.
Of course with the Fairies joining in, they had enough firepower, *aa*, Zwei's wolf Fairy is so cute, *naa*; when we leave the dungeon, I'm going to cuddle it.

“Are there no reinforcements?”

Rona raised the question for verification, because if you’re not this careful, it’s a given you’ll die right away…
I confirmed that neither <Danger Perception> nor my own eyes register the existence of monsters, and so I said, “Now it’s fine,” all of a sudden, every party member let out a huge sigh. The stress of having an assault coming right in front of there eyes was pretty heavy; when it’s to the point where you forget to let out your breath at times, it’s pretty hard on your nerves.

We somehow managed to finish that trap-heavy 4th floor and stepped onto the 5th floor … that chill isn’t here.

“We shouldn’t be careless, but it looks like it probably won’t go as bad as the 4th floor.”

I tell the party that. Our goal is one more floor below; I really hope to be spared the situation on the 4th floor where we were slowed down so much … but even so, on this floor there’s sometimes a Lesser Lich, so we can’t be careless.

“If that’s so, then let’s proceed immediately; our goal is further on, *desunoyo*!”

Eliza is making a fuss yet again.
I directed a glance full of the thoughts of, “Shut her down, because if I do it, we’ll go nowhere even faster[1],”at Zwei, and having received it, he calmed her down, saying “And that’s even more reason to be cautious, so calm down.”

This really is better; rather than having me do something that’s so out of my department, having the Guild Master say it is way easier to calm things down … the laughable matter of having the atmosphere in the party be broken down while still in the dungeon hasn’t happened yet.

Even with that quarrel, we steadily and calmly proceeded towards the 5th floor.
The formation is me in front (for dismantling traps), Reiji and Zwei right behind, left to her own discretion on when to dash ahead is Rona protecting the center, and Eliza and Milly are the rearguards.
Milly took staff fighting, so since she can fight in close quarters to some degree,

they didn't put a fighter in the rearguard.
Maa, if something comes from behind, the extremely fast brawler Rona can also turn around quickly.

Our footsteps are unpleasantly loud … the enemies on the 5th floor are mostly the Wight types that float in the air, so it feels like I should be assuming that monsters that don't make footsteps are the majority.
Other than the Lesser Lich, I can't see these party members losing to anything, but I can't let my guard down … Cautiously using <Danger Perception>, we proceed like that while on guard.

It was when we had opened the doors of several rooms, filling out the map.
The reactions of <Danger Perception> that were clearly heading here are … 12.
That's quite a lot; this is kind of a bad situation.

"Monster group, 12, and there's no doubt they're coming this way, so let's ambush them in this room; this room doesn't have any traps, so it should be better than meeting them in the hall!"

Our nerves tensed in an instant.
For the most part, a normal monster swarm is no more than 6; even if it's a big group it's around 8.
Even with that, this time the number is 12; this is quite a large force for a monster swarm.

"What's the monster group consist of?"

Zwei's voice is strained as he directs that question to me.

"… tch. This is bad, there's 8 Wights, and there's the strong guys, but there are also 4 Lesser Liches there!"

– – As for why there's this kind of number of monsters gathered together, the party that came to this room shortly before had pulled a monster train; that party that had pulled the train has, right now, just a little previously, succeeded in running away to the stairs to the 6th floor; before that train had dissolved naturally, Earth and the others unluckily turned up.
On top of that, the monsters still haven't been released from their combat state, so it's a situation where their perception abilities can detect even further than normal; one by one the bad luck combined. Naturally, Earth and the others don't

know about this reason at all.

“So it’s more dangerous to run away, huh … even so, 4 Lesser Liches is quite tough, *na*.”

The one who answered me was the normally reckless Zwei, who is now stern-faced.
It’s not just him; this situation is completely unexpected; it might have “Lesser” stuck in front of it, but it’s still a Lich; it’s a strong monster in a class by itself.

“We just have to do it, *ne*; *un*, let’s think about this as a good time to level our Skills.”

Rona tried to overturn the bad feelings too late; if we overcome this, it will be more than enough Skill Leveling. That is also an undeniable truth.

“I wonder how it will turn out ~, anyway, I’m going to start chanting, *ne*~”

In order to get the first strike in for whenever the monsters entered the room, Milly began chanting a Fire Magic aria; her way of speaking is laidback, but her movements are quick.

“It’s about 20 seconds until those guys enter; they’re the ghost types so they’re just going to slip through the door!”

I’ve been measuring the time, so I convey the time I expect them to draw near to the party. Furthermore, I used <Danger Perception> one more time to check the monsters.
There’s nothing other than the 12 presences drawing near here; if any more reinforcements came then it would be fatal, though this isn’t much comfort; I prepare my bow.

“Another 5 seconds, 4, 3, 2, 1, ––shoot!”

With an arrow, the Fire Magic <Explosion>, and the Light Magic <Holy Light> meeting the ghost monsters that slid through the door, the battle began.

SKILLS
[Wind-Blown Hunting Bow]Lv7
[Assaulting Kick]Lv21
[Farsight]Lv50 ↑1UP

[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv30
[Chivalrous Thief]Lv20 ↑1UP
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is “The Fairy Queen’s Husband-san”
Status Abnormality: Maximum MP is at minus 15%

A/N: The dungeon is a place where things are always happening, *ne*.

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1. Literal is “if I say it, we will stand further into the corner,” so I mussed with it to make more sense in English.

<T/n: Thank you RS and MF for your donations!
… I don’t know who reads what, so there’s prob a lot of duplicate “thank you”s lol.
Mou, this must have been a rushed chapter … It was a little all over the place, making it much more difficult to translate than usual.
Got my first Japanese spam comment. I almost didn’t delete it to commemorate the occasion, but since I don’t have any former girlfriends I need advice for in order to get back together with them, I let that one go. >

Nasty Existences

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Nasty Existences

In the form of a surprise attack, the ghosts that slipped through the door were stabbed with arrows, burst into flames, and were drenched in a torrent of light … This attack blew away the lower-class ghost-type Wraiths and Wights who aren't as strong.
However, there's still the Lesser Liches that haven't been reduced by even one.
Anyway, with this, the 12 monsters have been reduced to 4; for now, at least the numbers alone have become better …

———————————————

Lesser Liches, or the 'Vanguard Destroyers' as the players call them, or the 'Trauma Bringers'.
If you're wondering why they have such a ridiculously bad reputation, first of all, since they're ghosts, physical attacks won't hit at all, like I've said before.
Axes in particular have a bad affinity with them, so in front of a Lesser Lich, the heavy-hitting Axe can't do a thing.
Furthermore, although the Lesser Lich has less damaging ability when compared to a Lich … this is why they're called the 'Trauma Bringers'.

I'm derailing a bit, but I want to talk about what it means for a party to be annihilated; it's when every member's HP becomes 0, and every member is unable to battle; that's the standard 'annihilation'.
This is what's widely understood, but the terrifying part of a Lesser Lich is [it's no different from a Lich when it comes to inflicting Bad Statuses], and from that, if every member is Paralyzed, Frozen, or Petrified and first cornered into this pseudo-annihilated state, it's more than enough.

Freeze and Paralyzation can be given by AOE Water Magic and Dark Magics, but Paralyzation and Petrification are additional effects that can by inflicted through their scratches. If you become unable to move, it won't matter what kind of defensive power you have, and recovery as well has about no meaning. And to make things even worse, the Lesser Lich has the logic to prioritize the players who can still move over the players who have been inflicted with the inability to move. As for what that means…

[After sealing the movements of the party members one at a time, once all members are unable to move, before it kills you, it can endlessly torment you] is what it means, and as a bonus, it's firepower is less than a Lich's, so the time it torments you can be even longer … and therefore it's the "Trauma Bringer". And even though experiencing its scratches and close-range attacks can cause you to suffer from Paralyzation and Petrification with 1 hit if you're unlucky, from the player's side, physical attacks are completely ineffective, so that's why it's the "Vanguard Destroyer".

Therefore, even if it's just one, it's an opponent where you can't afford any negligence.
Of course, the Bad Statuses will be dissolved after a fixed amount of time passes, but it's not at all so weak that it would take that long, so when all members are unable to move, at that point your annihilation is 99% decided.

"*Ku*, if we could have at least taken out one of them …"

Even though they took AOE magic, and even arrows, the 4 Lesser Liches survived, so I curse at them. It looks like, although the arrows hit the Wraiths, they didn't reach the Lesser Liches because they were probably still in the wall. At this point, our situation looks pretty bleak.

But it's not like I stopped my hand; anyway, I don't spare my MP and continue to activate <Wind-Blown Arrow>, aiming at one of the Lesser Liches and loosing the drawn arrow; if we don't first reduce the numbers, we'll be annihilated in the blink of an eye.
Milly and Eliza also immediately began chanting magic arias.

Vanguard Reiji doesn't attack with his one-handed axe; freely using his Shield

Arts, he circles around defending the rearguards from the incoming magic the Lesser Liches are bombarding them with.

As for Rona, with a,“<Twin Fists of Battle Ki>![1] With this I can beat you up!” she activated one of the Arts from the Battle Ki Skill, one of the Knuckles weapon’s special progressions, in her palms; by activating <Twin Fists of Battle Ki>, she will be able to punch the Lesser Liches.
Battle Ki is a Skill where you can utilize a type of “ki” to fight with; you can deal out damage other than physical damage with physical attacks; it’s a rare ability she has. This way, the risky possibility of being able to punch Lesser Liches is possible.

Last is Zwei, with a “<Aura Blade>! If this doesn’t do it, we’re screwed; wish I had a magic sword!”, he set up the One-Handed Sword and Two-Handed Sword’s only middle-ranged attack at the present, an attack of fighting spirit shot off, <Aura Blade>.
Since it’s a vanguard’s projectile attack, the MP cost is pretty harsh, but I guess he doesn’t have any other Arts he can use, so it can’t be helped.

Even so, 4 Lesser Liches really is tough after all; With my own bow and Milly and Eliza’s magic, we finally sunk one, but that’s when the situation began to get bad.

“Dammit, my MP’s shot!” Zwei was the first to raise the alarm for MP shortage; the vanguards never have much MP to begin with, and in addition, firing multiple <Aura Blade>s in succession must have been harsh … Right now his Wolf Fairy is attacking while he endures by using his Two-Handed Sword half as a shield.

Right after, right when I thought I heard Reiji raise a “Gu-!?”, I see that his left hand has been Petrified. *Clang!* That loud sound resonated as his large shield fell from his hand.
With this, the magic attacks from the Lesser Liches that couldn’t reach the rearguards will be able to hit them.
Reiji leaves the attacks up to his Fairy as well, not able to do anything other than stand around. Right now there are antidotes for Poison, Burn, and Paralysis, but there’s no antidote for Petrification; there’s nothing that can be done without

high level Light Magic.

Without the defense of Reiji's shield, you could see Eliza's composure fall apart. Clearly panicking, her magic aria mistakes became extremely obvious. The only ones in the party that have Light Magic are only Milly and her; the one with the best healing abilities in the party is Eliza; the only who who can recover Reiji's arm from Petrification is Eliza, and yet … thanks to her aria mistakes, she still hasn't done it, and she's stopped her attacks.

Rona is skillfully evading, absorbed in counter-styled fighting and escaping from the Lesser Lich's outstretched arms. Milly is also continuing to attack with her specialty, Fire Magic … but the decrease in firepower is already obvious; at this rate, we won't be able to hold out here. I am also making use of <Wide Arrow> freely to attack, but it's not enough to get us out of this bad situation.

"I don't really want to use this, but … Rona, get back!"

If we let this drag out, we really will be annihilated. Once I told Rona to back up, I activated <Wind Booster> and ran through up to the front of the Lesser Liches.
After seeing that Rona had fallen back with Back Step with a sideglance, I took out 6 of the 12 bottles of Enhanced Oil I was carry and threw them all out in front of the Lesser Liches. Of course, at the instant I threw them, I quickly backed up myself.

KABOOOOOooom!

And, letting loose that huge noise, 6 pillars of fire broke out, changing into 1 giant pillar of fire that roasted the Lesser Liches.
The Lesser Liches that had piled up the damage from Rona's strikes and my own bow were burned out within this blaze; there are 2 left.

— as for why I chose to use the Oil here is, 1st , of course it's to deal huge damage to the Lesser Liches, but there's one more reason … "Eliza, awake now!?"; the other goal is to bring back Eliza before she falls into a panic.
Falling into a panic and randomly firing magic without thinking, it would be like we had 1 more enemy; that situation is what I had to avoid.
…. I'd like to avoid using an explosive in a confined place like this, but it probably wouldn't have stopped the situation.

Shaving off one of the Lesser Liches, making a huge sound, and burning the Lesser Liches with fire; with all those as a shock, Eliza would be able to somehow avoid falling into a complete panic; she began her healing magic area … once the aria finished, the magic activated and Reiji's left hand was freed from Petrification; Reiji picked up his dropped shield; the situation has already improved.

The leftover Lesser Liches only took a little longer to defeat successfully. Even though they're ghosts, it seems like fire is still hot for them, so they took quite a bit of damage.
Right after, my arrows, Milly and Eliza's magic, Rona's strikes, and the 5 Fairies struggled hard to take them down. I was wondering how it would turn out when we found this group of monsters, but ending up with only this degree of injury, we had good luck to defeat them, so I guess it's fine.
Before the battle ended, all members were pushed to the brink, though. Fortunately, <Danger Perception> doesn't show any monsters coming in this direction, so while staying cautious, we were able to take a break …

SKILLS
[Wind-Blown Hunting Bow]Lv11 ↑4UP
[Assaulting Kick]Lv21
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv31 ↑1UP
[Chivalrous Thief]Lv20 ↑1UP
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is “The Fairy Queen’s Husband-san”

A/N:Nasty monsters are scary, but rather than those, the ones who use Confusion Statuses and Charm Statuses to have you attack your allies are even scarier *ne*…
Being killed by a party member ally with a powerful weapon is an experience that everyone has probably experienced, maybe.

---

1. Senki Soushou – crap, another pun-ny attack name. Literally‘ battle spirit/thought both hands’, as well as ‘battle spirit/thought full-heartedly’. Basically, the name gives off the idea of plunging both of your hands enthusiastically into the fight. I have done my best to keep the sharp, brawler feel of the Japanese name. I have no regrets (that’s a lie. You always regret SOMETHING when things get lost in translation)

<T/N: Reiji is the best guard. Every squishy needs a Reiji.
I am still holding off on 63.5’s White Day extra until after this arc…>

After All, a Single User is Unable to See Through the Entire World

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

After All, a Single User is Unable to See Through the Entire World

With the fight with the Lesser Liches over, we're in the middle of taking a break while all members recover.
Of course, this break holds significant meaning for recovering game HP and MP, but it also holds significance in letting the players themselves rest. Both in here and in their actual bodies, the 6 people are taking deep breaths.

"I saw it up-close and all, but the Oil's blaze is amazing as usual …"

Rona muttered absentmindedly. Though she had escaped the area of effect, this time, the one who was closest to the blaze when it burst into flames was her, after all.

"If you had that, then you should have been using it from the beginning, *desuno*!"

Eliza raised that objection, but let's ignore that.
First of all, the ores in the mines around Nexia are becoming depleted, which means I can't mine Exploding Ore, and on top of that, to be able to get it to flare up, when compounding Enhanced Oil I have to sink quite a bit of MP or the Quality will fall to inferior and it won't catch fire well; this makes it difficult to mass produce. Though I don't have any intentions on telling her about this matter.
If I put body and spirit into it, then during compounding, I'll be blessed with the large amounts of MP I sink into it, I bet.

“Unfortunately that battle just now reduced my supply by half. I don’t carry around a lot.”

Anyway, I’m only going to tell her this much. There’s not a lot so I can’t randomly use it; it’s not like you can’t figure out what I’m implying with that, *na* …
Both coming up with it and making it is difficult, but you’re a genius right?
I suddenly remember the 1 time I tried to teach people the way to make weapons and tools in a previous game and was told that, and it hurts my chest a little.
It’s true, by thinking, ‘can’t I make this sort of thing’ and taking the chance to make it, certainly I’ve produced a lot of things that worked, but … just because of that you’re going to sweep away the painful hardships and efforts I put into it with the word ‘genius’? Don’t screw around with me.

“Eliza, if you complain to Earth any more than this, right here and now we’re going to expel you from the party, the guild too.”

Zwei declared. Eliza immediately said, “I won’t say anything, I won’t say anything else, so …” and became frightened; Zwei, sorry for making you play the bad guy; in my heart I apologized.

“Anyway, we’ve all recovered, right? We should get going.”

Reiji called out to the others and everyone stood.
I heard Zwei say, “Eliza, we’ll talk about today later,”… *maa*, that doesn’t really matter right now; right now, the work that needs Thief takes precedence; talking or whatever is some that will be done after we leave the dungeon.
… We found the stairs to the 6th floor quickly. At this point, it’s been 40 minutes; it’s the Lesser Liches fault that we’ve taken so much time.

The 6th floor down; we’ve finally reached our goal.
This 6th floor for some reason doesn’t have the excitement of Lesser Liches, it’s the skeleton-types as our main adversaries … though the Wraiths and Wights, the not-so-strong ghost types, ARE here.
By the way, from the 7th floor there’s Lesser Liches again, and from the 8th floor beyond, Liches are found normally wandering around.

“Well then, since we don’t have a lot of leftover time, let’s just defeat the

Bone-sans we can~”

At Milly’s statement, all members nodded … now that we finally entered our target-floor, if we don’t go at it with gusto, we won’t be able to make our original objective.
By the way, it’s not just Soldier Skeletons, there’s Ogre Skeletons, that is large-sized skeletons, Skeleton Lancers, that is the ones that carry spears, and Skeleton Mages, that is the ones who use magic; there are actually quite variation of types greeting us.

Furthermore, if the Lesser Lich is the vanguard killer, these 6th floor skeletons are the magic-user killers. Their magic resistance seems to be quite high; magic attacks and elemental magic sword attacks are reduced by quite a bit.
However, instead their brittleness towards physical attacks is great, so against those who use physical attacks, it’s a delicious prey.
But that’s exactly what we’re looking for on the 6th floor.

Like they’re taking out their grudge from the 5th floor, Zwei and Reiji went on a big rampage.
The *clatter clatter* sound of the bones breaking apart echoed over and over as if sounds from an instrument. Reiji in particular; on the 5th floor, he practically didn’t fight because he was on defense, and as a result, he violently pulverized the skeletons with his one-handed axe.
Even if you say it’s because they’re weakest against axes, on this floor, Reiji was unparalleled in beating down the skeletons … the Wraiths and Wights that sometimes came by were defeated by Milly and Eliza; hindering the skeletons was me with my bow, as well as using whip to stop them, and Rona would then kick them apart with her grappling style.

Even when the dungeon’s strongest skeleton, the Ogre Skeleton, came, Reiji would ward it off with his shield and break its stance, and when it collapsed, Zwei would chop it up; afterwards, Reiji and Zwei would one-sidedly sink it while I watched <Danger Perception> to make sure there weren’t any surprise attacks, and that was about all the time we had.
It’s just enough time to go back and open up the leftover treasure chests.

You wouldn’t think this was a party that had such a hard time on the 5th floor, the way the top-two, Reiji and Zwei, were showing their peerless-ness until the

time ran out; once we surpassed the time limit, all members were transferred to outside the dungeon.
If we had been able to get to the 6th floor even faster, we could have enjoyed this rushed time more leisurely, it's just too bad.

And shortly after we were returned back to the surface.

—

Urgent Information
To all players, at this time, for continuing to enjoy One More * Freelife Online, we thank you very much.
At this moment, we have confirmed that the crushing of one of Secret Bosses from the Challenge from the Dead's event has been completed.
As a result, at this moment a weapon category, [Wakyu[1]], has been added;
Wakyu is Long-Bow's advancement; it's size is greater than Long Bow, but its attack power and range increases are the strengths that this weapon carries; for the full details, please wait for our official homepage to be updated.
I repeat …
—

Fumu, so one of Bow's advanced weapons has been unlocked … it's another thing that carries some peculiarities; wakyu's large size is something that will be a pain, and handling it should also be a pain … but I'm sure there will be people that take up the challenge, so to each their own, I guess … and if it's now, there isn't the abuse towards people carrying bows.

Anyway, for now we'll head back to the city to split the money and equipment we got our hands on.
In order to avoid conflict it's standard to equally split the equipment before it's identified; the reason for that is to avoid quarrels in case a magic sword came out. You hear the stories about how these kinds of fights destroy parties that have been together for a long time in an instant every once in a while.
Swords of this level are only able to be identified by Blacksmith crafters, or else it's impossible; for me and my half-baked Blacksmithing, I can't do it.

"Well, anyway, it's good that we made it back safely; some unexpected things happened, but, anyway, it was a success!"

Zwei's voice has returned to its usual frivolousness; inside the dungeon he was really tense, so it couldn't be helped.
After this the party safely dissolved, and each and every one disappeared into the hustle and bustle of the city … although Eliza was getting dragged away by Zwei.
Myself as well, after I got the equipment identified and turned them into money (of course none of them were magic swords), in order to make food for the street stall, I went to retrieve my crafting tools. At that time.

"*fumu*, Art thou Earth?"

That's right, there was a person who called out to me.

SKILLS
[Wind-Blown Hunting Bow]Lv11
[Assaulting Kick]Lv21
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is "The Fairy Queen's Husband-san"

1. wakyu – an asymmetrical bow with the grip positioned 2/3s of the way down the bow from the tip. It is much larger than the western bow, and said to be the largest (standard) bow in the world. Nowadays it's mostly used for kyuudo and shooting from horseback.

<T/n: Thank you JW Michael C, and Estelion for your donations!
Sorry, I know it's a cliff-hanger, but I'm going to stick 63.5's White Day extra in next. >

Extra Edition, The Day of White Day

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

<T/n: I am leaving 63.5 here between 65 and 66. You have not mistakenly come to the wrong chapter.>
A/n: Just saying … this has absolutely no relation to the main storyline.
Please read it with an empty mind and carefree spirit.

Extra Edition, The Day of White Day

It's been over a month since Valentine's; today is White Day. As for why they are holding a sports festival in the game for White Day … beat up your opponent, blow them away, get hyped up, it's all good; at any rate, just try to come in first for an obstacle-course borrowing race … The title is [Return 3 Times the Love Beatdown][1].

It's a harsh competition where you faint for a set amount of time once your HP is gone, a game where you can come back in however many times, just strive to be number 1.
Of course there's a time limit, and all members getting disqualified due to mutual knockouts also occurs. Isn't this event a failure?
Even though the people around say that, as soon as the Start occurs, the number of players who begin to hit each other is troublesomely large. Have the devs gone wild? Even though you say that.
Just to be sure, there is a reward type thing, but … for some reason, the 'love beatdown' is occurring an awful lot.

While those people are doing that, if you're wondering what Earth is doing … he's taking a nap. And it's not just a normal afternoon nap … fox, dog, cat, wild piglet, wolf, etc, he's surrounded by the types of Fairies you can cuddle.

Taking a nap in such a situation, here and there were other players staring at

him enviously, and in places he's unaware, the tale that Fairy Seducer's abilities don't disappear even after the title has vanished is being whispered about all over.

Such a blissful time also has its end. The Fairy Queen cometh … from the skies. And she descends just like that on a direct course. And as she draws close to the ground, she quietly descends by gliding … and all of a sudden charges towards the sleeping Earth with a dive.

"Let's sleep together with me ~ … *ebu*-!?"

With the Thief Skill's <Danger Perception> hard at work, he suddenly evades to the side, and it's become the situation where the Fairy Queen face-planted into the spot she had intended to sleep in.

"- – Was that a new magic, or a new technique, or what was that …?"

Murmuring this is … the Fairy Queen lying face down on the ground and **piku piku** twitching, convulsing? for a short while.

"Why did you dodge!"

… This isn't something you can say, *naa*, that it was because <Danger Perception> was showing the same warning as when it finds the dungeon's absolute worst instant-death traps …
… *Un*, actually, dodging was the right choice. While stroking the fox Fairy he was hugging, he thought that.

"Rather than the person who evaded a sudden attack, the attacker being outraged is unreasonable…"

While responding like that, he pet the wild piglet Fairy too. Its fuzz is soft and warm, *naa*.

"*Uu*-, today is White Day *desuyo*!"

He understood that, it's just that he doesn't have anyone to return the favor to so with a leisurely feeling he gave the Fairies cookies, and after that he had been cuddling them, and then they went horizontal.

"I know, but I didn't get any chocolate, so excuse me from returning the favor by 3 times, *naa*."

He responded like this, but the Queen completely wasn't listening at all and was poking the Fairies near her, saying,

"If you want to cuddle so much, why won't you come to me!?"

For some reason, she was teary-eyed and grew fox ears, and put out 9 fox tails. Aa, come to think of it, she was formerly a fox spirit before her evolution, maybe even the Inari type *naa*.[2]

"I don't have any requests for things from you! I just want you to pet me, care for me, and then after cuddling, get married!"

As always, she puts in that last weird one, this girl.

"And why did that word 'marriage' come out … and anyone who would cuddle a girl just because she grew a tail right in front of others is just a HENTAI[3], I bet…"

Well, he'll admit it's cute *naa*. As you might expect, he's not a gentleman on the path of such inclinations; if he entered that path, it would lead to a forbidden world.

"If you're going to add so much, in the first place, I don't have a reason to give a return gift to you …"

After he said that, the Queen crumpled over with a sorrowful face. Her 9 tails and fox ears **enyan** lost their strength and wilted; she's really easy to understand, *na*.

"*Uu*-, you said it, the number 1 thing you shouldn't point out … if only the event came out sooner … no, if only I had gotten around to meeting you sooner …"

Grumbling while drawing the character [の] on the ground, she kept *glance glance* looking at him.

"- – don't say bad things, hurry up and go back."

Hearing those words, all of a sudden the Queen's face looked like she'd been thrown into a cold, cruel world.

"Wh,wh,why…"

But it’s not like he was trying to be mean when he said it … and as to why.

“Look. Around us.”

While holding his head, he told the Queen.
Alright, so here’s a question: A character that has only been seen in an event as suddenly appeared during an event, speaking and making a fuss; now what do you think will happen?

The answer is ––Tons of people will gather.

When he was quietly sleeping there shouldn’t have been that many people in the neighboring area, but just with the Queen raising her voice and making a fuss, is it a new added event?
is how it naturally progressed to players gathering. And that was something the Queen completely didn’t realize. From here and there was “Seduction?” or “Aa, it’s a married couple’s comedy routine?”

Whispered conversations with the contents that made him want to yell, “No, it isn’t!” could be heard directed in their direction.

“Do you get it? ––come later; if it’s cookies, I’ll prepare some for you, so …”

Having people gathered to this extent, it’s not a napping spot anymore … his sleepiness has also be blown away. He made that compromise to urge her to go home, but …

“Don’t go back!”
“Let us look at you a little longer-!”
“Let us take screenshots, screenshots!”
“I wanna talk to you-!”

— and the like was being said to the Queen, of course. *Ma*, it can’t be helped.

“And so, with that, I’m going to head back to town first, so see you later.”

So saying, he quickly retrieved his shoes and headed back to town.

“H,hang on, that’s not the problem right now!? Don’t touch weird places! I understand, I understand, so calm down! If it’s just for a little bit, I can talk with you!”

Is what you can hear the Queen saying; this seems like something else that will

be troublesome. If she can get away, we can have cookies together and I'll put on some black tea and listen to some of the cute requests she might have.

A/n: Because this is an Extra Edition, there is no Skill Writeup.
Thought of for 1 minute, planned for 2 minutes, and written in about 40 minutes.
Because of that, *maa*, it's the best to read this freely and comfortably.

---

1. Literally, the 'the return is 3 times the bludgeoning love'. I tried to make it more Title-y sounding in English.
2. A Japanese mythical fox spirit is actually called a youko. Inari is the goddess (or god depending on tale, but mostly depicted as female) of the harvest, and traditionally silver youkos are her servants, but Earth is saying that the Queen was prob on the same level as one of Inari's foxes, not about her color.
3. Actually in alphabet, so … left it as such. For those who don't know (though I suspect most do), hentai means 'deviated from the norm', aka, a pervert.

<T/n: Thank you landvaarder and DB for your donations!
The author switched from narrator to 1st person somewhere in there, but since I couldn't figure out exactly where, I just kept it all in narrator pov until the last sentence, which was more obviously in 1st person pov.>

Ordinary Gameplay has Already Become a Thing of the Past

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n: As the story rolls on, the result is that it's become impossible to call him just another, regular player… I wonder what he will be in the end.

Ordinary Gameplay has Already Become a Thing of the Past

"Art thou Earth?"

That's right, I turned towards the direction of the slightly old-styled girl's voice, and there was a single person wearing Japanese-styled clothes, a girl with horns growing out of her head. The horns were growing 2 by 2 in a pair, and they were an exquisite, transparent, jet-black color. Are they Chinese dragon horns? It doesn't feel like they're just replicate accessories.
Furthermore, it's not the Western "dragon" but the oriental "dragon"[1] that is the character image, so that might be why the clothes she's wearing have a Japanese traditional-styled image to them.

"Certainly, I'm Earth, but … what could be your business with me?"

Recently, the amount of voices that call out to me is increasing … I guess I can kiss the ordinary player's life in this game goodbye. Already putting myself into an on-guard posture; this has already become a bad habit.

"For thee to be so wary, it makes *us* sad, *nou* … For thou to understand the easiest, *we* have the relationship of being sisters with the Fairy Queen; *we* are the younger sister … with that, does it pique thy interest somewhat?"

With just those words, my wariness has increased to the absolute maximum. For crying out loud, have I been dragged into something yet again?!

Excuse me from suffering of getting dragged into anything further and being forced to stand out, at least for today!
Even if I think that, if I don't speak up, even though it's the truth that nothing will begin … the initiative will become her's.
And furthermore, somehow, this girl is giving off a kind of "dragon" image, so that's even more reason for me to raise my wariness.

" – I understand, more or less, what milady is. And so, for what reason did you personally make an appearance for?"

And that right there is where my greatest concern is.

"It is simple; *we* are tired of that life of seclusion, *nou*. A tedium that tediously stays no matter what is done … it was at the time that *we* were still thinking so, that the cool-headed, cold-hearted Elder Sister was no longer making a calm expression; such a thing is rare, *nou*. And from hearing her talk, didn't 1 person's name keep coming up?"

I am already holding my head. Come to think of it, it was after that fight that all these weird things began.

"That is, mine, I suppose …"

Thinking about it well, ever since I took up that fight with vigor, and on top of that I won, various cogs began to spin in weird directions … no, it might have been ever since I got that Fairy Seducer title.

"It is helpful that thee hast understood so quickly, *nou*; then thou can understand that *we* thought it most practical to see such a person *ourselves*, right?"

I understand the reasoning, but … first it should be fine to sneak peeks from far away, *ne~*, and then I can come out of nowhere and make contact, *ne*. – If it's that Queen's little sister, then somehow I can see it. Though I don't want to.

"Was speaking with me like this your only goal?"

When I responded like this, the dragon(?) girl in front of me **pero** licked her lips with a red tongue.

"It was *our* true objective to try a mouthful.[2]"

Try a mouthful. That statement sent a feeling of a large amount of cold sweat flowing down my spine.

“Hang on; exactly what do you mean by ‘try a mouthful’.”

Of course my voice has become kind of tense; there’s probably no one who would feel good from being told that someone came to ‘try a mouthful’, right? And then, that dragon(?) girl drew ever closer to the spot where I was standing on guard.

“Thy … that’s right, *we* are quite interested in the flavor of thy lips … how about it?”

Faced with a very bewitching smile, I … took out my harisen and smacked that head with all of my might.

**Su-pAaa-n*!* that hefty sound echoed throughout the quiet, unpopular back-alleyway.

———————————————

“*Uu*, it hurts, *jya*; Thou, isn’t this too cruel, *nou*…?”

The one who’s protesting tearily is the dragon(?) girl.

“The younger is just like the elder! There’s no mistake that the two of you are sisters!”

The approach is way too strong! Are they unable to act a little more reserved, these two!
Both dignity and allure get blown away somewhere! In this quality, they’re exactly alike, aren’t they?

“But it is certainly true that this is entertaining; *we* understand a little more about Elder Sister’s obsession, *nou*.”

Good grief, she finally drew back … even though I’d like to be excused from any further, undesirable trouble.
— A, I haven’t made the food for today’s street stall yet …

“Please spare me … or like, if you’re the little sister, then please tell your older to act more calm …”

At least give that much of a message; I'm already exhausted.
— Today I didn't enter the dungeon, but isn't this the same amount of exhaustion in the end? Today is an unlucky day, huh?

"Impossible. Aside from that, *we* have decided, *we* will come by and make *ourselves* a nuisance to thee from time to time. First, wouldn't thou let *us* eat some sort of meat dish, *nou*?"

Th,these sisters are …-!

"Cut it out-!"

Yelling that, like I would allow this! Like I would allow this …

_____

In the end, with her literally not letting me go while saying, "*We* wish thee to feed *us*, *nou*," there was no other way than to be forced to feed her 3 Horned Rabbit with water herb steaks.
After eating 1, she shamelessly demanded, "This is delicious, *nou*, seconds!" … just with this, I was forced to realize that she really was the Queen's little sister, though I totally didn't want to.

Even so, at the present, after eating the 3 steaks, she said, "After this *we* will go look around the town, *nou*," and left in a lively manner, saving me; I don't want to meet her anymore, but … it's probably impossible, *naa*.
Anyway, right now, I have to make the food for the food stall and then set it up … because talking took so long, it's already drawing close to the time I have to log out. The troublesome things have increased by one; recently there have been way too many; it may be too much to hope that the troublesome things are over with now, huh…?

SKILLS
[Wind-Blown Hunting Bow]Lv11
[Assaulting Kick]Lv21
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv31

[Chivalrous Thief]Lv21
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone
His second name from other players is “The Fairy Queen’s Husband-san”

A/N: The name has not been revealed yet.
Do your best to understand her true nature.

---

1. Though both are pronounced “ryu”, the kanji for Western dragon and Oriental dragon are different. That is what is being pointed out.
2. try a mouthful – actually ‘taste test’, but of course I did my best to play up the awkward-horror feeling that ajimi gives off in the original Japanese when being said by a potential-dragon girl.

<t/n: Thank you ‘someone’, SW, RS, and Safaia for your donations!
Earth is speaking noticeably politely to ryu-chan at the beginning, so I hope that got across…
Sorry for the delays. I got thoroughly dehydrated and experienced severe heatstroke, to a point where I was shaking violently and unable to breathe, and I might have gone into convulsions. I did everything I could to prevent it (yes, I drank water the entire time), but that day was unforgiving. I am still a little bitter about the events that led up to it, but the people I was with had more or less good intentions, so the less said the better.>

The Day Hobbies Became just Hobbies

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n: A change in methods requires a large change in Skills; that sort of thing happens, *ne*.

The Day Hobbies became just Hobbies

The day after I exchanged words with the dragon(?) girl, I called upon the forge to make arrowheads in order to replenish my arrows. And there, as always, is the Boss… this is about the same time I usually log in, but …?

“Boss, good evening~.”

After giving my greeting, I tried to enter as usual to make arrowheads, but.

“Earth, have you read the official notice? If you haven’t, you’d better go check it immediately, *zo*.”

Is the warning that he gave with a voice tense with weariness … Wondering what heck happened, when I looked for the official notice on the homepage, a huge notice was trailing down the site.

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Important Announcement: The One More *Free Life* Online Devs

To all players, thank you for always choosing to enjoy One More *Free Life* Online. At this time, we have an extraordinarily important announcement to make, so we ask that you definitely read this notice.

Up until now, we have received a large amount of opinions from all the players that the growth system is not understandable; we have decided to make a portion of the information public and will inform you of them here.

1, There are 4 attributes of directions that Skills can develop your growth;

these 4 are weapon abilities, magic abilities, crafting abilities, and reinforcement abilities.

2, In regards to Skill composition, of course it is possible to take all 4 attributes, however if you focus on taking 1 attribute only there is a special growth-limit increase bonus granted. (It is also explained later, but reinforcement abilities are an exception.)

3, Furthermore, if you do not have that bonus, you can't learn the highest-ranking Arts or acquire the higher-ranking Skills.

4, Furthermore, if you have taken Skills with several attributes, on one hand your flexibility will increase, but you part with the power that you would get from focusing on 1 attribute.
Concretely, the high-ranking Skills you will not be able to progress further are weapons, magic, and crafting; if you've taken all of these attributes, compared to the limit of focusing on one, the Skills' learning limit is around 2 less, and "the strength of the learned Skill abilities" will be largely inferior.

5, For that reason, if you have aspirations towards the appeal of being the strongest in your play-style, take only 1 of any of the attributes of Skills; if you abandon attack power and look for flexibility, then we recommend for you to take several attributes of Skills.

6, However, reinforcement abilities (for example, Physical Reinforcement, Mental Reinforcement, and Thief) are exceptions to this rule. Therefore, players who have decided to focus on only one, whether weapons, magic, or crafting, are able to match it with reinforcement abilities.

7, Furthermore, in regards to weapons, they are things that cannot handle or take two attributes (for example, a player-made, specially-shaped weapon would fall into this category), and there will be Arts that will be unable to be learned (Arts of martial Skills that use both weapons and magic together fall into this category).

With this information being made public, for the growth up until this point, and in consideration of the players who would leave, believing that they will not be able to meet the future growth they desire, from today for a month's time, we will begin having a special service that allows free Skill erasures and ExP

conversion; for further details on the method to do so, please continue reading here.

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This is … they've released a huge chunk of hidden information, *na*; this is going to be tough for a while.

"Did you read it? So, what are you going to do? If I remember, you took weapons, magic, and crafting all together, so it might get tough for you, in the future."

Is what Boss told me.
After this 1 month passes, unless there's some compelling reason, it looks like players are mainly going to go towards 1-attribute focuses.

"Boss, since the me now is unmistakably the me I want in this world, I'm gonna continue doing things this way. It's not like I'm going for the two words "The Strongest" in this game, anyway."

When I sad this, the gloomy Boss laughed happily.

"Is that how it is; one by one the guys who had second jobs disappeared, and I was on the brink of loneliness, but if an interesting guy like you stays and comes back, then the loneliness will be lifted a little bit!"

So things have already been occurring in places I haven't seen.
It's already something that can't be helped, huh … the desire to be stronger than anyone is quite a natural thing to have; it's not something that should be pointlessly stopped.

While conversing with Boss, in the mean time I finish making the arrowheads for restocking and leave the forge; next I'm going to the woodworking station to mass produce arrows, but there too the conversation is about the same thing, and there too I have to convey that I will be continuing to come. The movement has been intense beyond expectations after all; it would be good if there are no economic repercussions that come from all the second-job crafters disappearing.

I wonder what Zwei and the others will do; since they move through the guild, it would be fine to find 6 people with different specialties to form a party, and

unlike me, they have Fairies, so they would probably be able to correct the structure of the party with the Fairies' support.
For me without a Fairy, who mainly solos on top of that, if I'm not able to do everything to a certain degree, just wandering around will be way too tough, so in the end, preserving my current status should be the number 1 option.

Anyway, until one week passes, I probably won't clearly understand the impact. An unchanging me and a changing world; somehow I have the strange feeling that I'm being left behind, but it can't be helped.
While thinking like that, the day passes by.

SKILLS
[Wind-Blown Hunting Bow]Lv11
[Assaulting Kick]Lv21
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv40
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv36
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv4

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is "The Fairy Queen's Husband-san"

A/n: The amount of compositions that give off a "slump"-like feeling isn't small.

“Strength”, as one would call it, is …

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

“Strength”, as one would call it, is …

Several days passed since the devs officially put out the announcement on Skill growth. First of all, the people who had crafting and combat as dual jobs greatly diminished; this is just based off my intuition, but it’s probably not wrong.
And similarly, the weapons and magic hybrid types were also largely reduced, and on either side the amount of people who were squeezed out is great, it looks like … this is all according to talk on the forums, so I don’t know whether it’s true or not.

Also, the amount of street stalls put out have clearly decreased; each and every street stall’s profits might have risen, but the situation where the demand exceeds the supply has also come out; my own main seller of food is also one of them.
The time it takes to sell them has also become much shorter, according to the time that’s marked down when it’s sold out.

Furthermore, if you look at the forums, there are quite a few opinions that say that it’s a lot harder to fight from before if you specialize. Sure, the part you specialize in has become quite strong on that front, probably above the abilities of that of several passive Skills added together.
However, if that specialized part isn’t magic, long-distance attacks and recovery become harsh, and if that specialized part isn’t weapons (shields included), it’s obvious that after fighting becomes close-ranged, dealing with things will become harsh.
That’s even more so for the bow that occupies both hands, and on top of that, if you don’t get used to it, you won’t be able to hit anything.
It’s because I wanted a good way to deal with close-ranged combat that I chose

kick, though.

In the end, the part that gets stronger is the Status; for the people that aren't suited for specialization, of course this is going to be different for them.
Especially since this is a VRMMO, a game where "you enter the game and use your own body to move and fight"; of course you're going to feel the backlash of cutting away something you've been using all along until now, and of course it's going to feel harsh when you can't deal with the distances you used to be able to; that's what's always been the merits and demerits of specialization.

"Ma, hybrids have their own good points …"

Now that I've gossiped a lot, it's time to go hunt the Wild Bears I used to have so much trouble with.
Even more so than regular Bears, Wild Bears' meat is even more delicious in stew and as grilled chicken skewers, I mean grilled bear skewers. Recently, every time I see an animal monster, I'm thinking about how to best cook it to be tasty, but is this a type of occupational sickness?

Nevertheless, that "strength" word can be a nuisance.
In actuality, it's something that hard to define, but it's also something that everyone desires.
This is just an example, but if you have an Art where 1 hit gives 10,000 damage, and then you have another Art that gives about 1500 damage.
In this case, the 10,000 one looks great, but hit probability and range, cooldown length, if you take these types of things into account… in the end, since the 1500 one is easier to use and to hit your target, practically speaking, you will make the decision that it's stronger.

This is an extreme example, but I don't think it's fundamentally wrong.
Consequently, for me, I would rather be restricted with Advanced Skills than things that are easy to use; they may be Arts that I learned early on, but I want to stay being able to continue to use Skills that are easy to use as my main.
For people who've played MMOs, I think there will be a lot of people that understand.

And that's why people are permitted to join up in parties.
That way, for the things you can't do yourself and the things you're weak at, it's

fine to leave it up to the people who are specialized in it; that's what gave rise to the vanguard-rearguard idea, and what gave birth to the thing called tactics … Since we have nothing to do with being heroes, of course it's important to stress numbers above individual power.
Going back to that 10,000 Skill, even if you can't hit it by yourself, if you have a lot of people hindering its movements, with its movements sealed, it will become especially easy to hit.

The way the game's going, like others before it, the amount of parties that will be recruiting will increase.
The guys from the bow guild have the capability of shooting long-ranged attacks quickly, so looks like they'll be invited to parties quite often, and recruited quite often.
In one way, I can see it becoming like a bow mercenary guild. *Ma*, if it keeps them busy, it's probably fine.

The capture of the Challenge from the Dead by 2 to 5 people parties is progressing nicely.
There were 1 person and 6 person Secret Bosses, so there are expectations of other combinations for other Secret Bosses. I'm pretty sure that the previous 6 person Secret Boss was a Dragon Zombie, since the video of the subjugation has been released.
The video of my 1 person Secret Boss subjugation was proposed to be made private by the devs. The other peoples' videos were made public, so they're probably enough; they didn't consult me about it at all.

And, thinking about those kind of things, I withdraw from hunting.
That time, the feelings of fear that I had facing an opponent I had never faced before, preparing my equipment, with Skills that have become strong and yet not letting down my guard, but still winning solo; this is unmistakably also a type of strength, huh … the top is something you will never see the end of.
Even so, the staircase of strength is something you will still want to climb just a little more, I guess… and of course this isn't just about me.
And that strength isn't just something to defeat monsters; delicious food that makes peoples' tongues groan is also like that, it's yet another side of strength. I don't want to part with that strength as well.

Thinking these thoughts that have no end, I return to town. Alright, let's get cooking today too!

SKILLS

[Wind-Blown Hunting Bow]Lv12 ↑UP
[Assaulting Kick]Lv22 ↑1UP
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv41 ↑1UP
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37 ↑1UP
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills

[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv40
[Advanced Cooking]Lv5 ↑1UP

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is "The Fairy Queen's Husband-san"

A/n: I guess it's just a status report on the current situation…

<T/n: Thanks Sjouren for the donation!>

And One Week Passed.

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n: I think I'm only going to write just a little more on Earth's opinions on how the world is moving.

And One Week Passed.

With over a week passing, the confusion in the hunting grounds gradually lessened.
Humans are creatures that "get used to things", as well as creatures that "learn".
The people who specialized as well, they gradually were able to fit their heads around the role they should play in parties and got familiar with it; the necessary role needed from each person was conveyed through the forums as well as the people you sometimes party up with.

With specialization, you can say that it's become simplified; the result is probably an awareness on what you can do yourself and what you can't do.
In that case, it also simplifies requests when it comes time to request to participate in a party, making it easy to understand what you can bring to the party.
In exchange, the people who can do half-assedly do this-and-that have become less, and it seems like a lot more people can participate together.

Conversely the hybrids, that is, the people who have several abilities, have become people who play the role that helps things run smoothly in a party.
Basically in a party, if there's anyone who falters in their actions, those that can will move towards the direction of becoming 'support' and cover them.
The hybrid type players excel in this support, that is the capability of versatility, and when the specialized players can't make it they are able to cover for them, so in no way have they become ostracized from parties.

On the other hand, if they had instead been ostracized, they would have been forced to become solo players like me.

However the amount of things they can do is naturally many, and in regards to Skill use and judgments, undoubtedly hybrids are better.
And therefore the people who stick with that style will naturally polish their player skills … included among them is the person who wields a spear in close-distance combat while dodging monsters' attacks like they're dancing, and after taking evasive maneuvers roasting their opponents with a Fire Magic area, the player who carries the second name, "Dancing Spear of Flames".

———————————————

— However, the confusion may have calmed on the hunting grounds, but one other place has degenerated into chaos … the crafting side.
It should be obvious that no matter what kind of crafter you are, without materials you can't make anything, but in regards to storing up materials, with how things are going now, it's going to be difficult for the specialized crafter players.

Like, even if you go out to furiously mine ores, it's not like you'll hit a vein every time, and even if you do it's not like you're guaranteed a set amount that you can bring back.
And then it's become harder to get materials off of the monsters with pelts. No matter how many **ding** level-ups you get, if your fighting abilities are 0, then even fighting the Horned Rabbits in the first meadow is going to be tough.
And another problem is potions, that is making medicines; whatever the case, if you get rid of the Alchemy Skill, you become unable to find medicinal herbs naturally… and for that reason, when you need to go into an area where there are strong monsters, you have to ask other players to be your escort, but … with that, you'll have to provide suitable compensation for your escort.

And the result of that is, of the items you need to bring with you, all the consumables have greatly increased in price.
This has been a direct hit on the specialized players' pockets … it's too high, why did it go up by 50% of the previous price?! that kind of quarrel isn't something I heard just once or twice.
But it's not like the crafter players raised the price just because they want to, so

they can't just concede and hand it over; if they did, then this time it would be the crafter who goes red and becomes bankrupt.
Even the crafters like me who didn't cut away fighting abilities and can gather materials on their own, even if it's only a bit, of course they have materials, but … if only a portion of the players do business with cheap prices then the entire crafting community will have it hard, so the crafters got together and decided the absolute lowest price in the crafters' meeting.
It's something that has the same theory as how gasoline prices aren't all that different no matter where you go; if they didn't do that, then the crafters would all go into a pricing competition, and the entire crafting community would be destroyed.

With the price of goods going up, in order to keep your expenditures low you can only try to avoid using them to save them, but there's no profit that will come out of it except by using them; whichever you end up doing, the circulation of money is a reality that doesn't change.
It's become apparent that the monsters that are targeted have also more or less become victims; it's become a situation where monsters you can get money from are the main targets.

As for myself, who makes the consumables I need myself, use them for myself, and take the spoils of combat and turn them into consumables again; the people with that kind of play style are seriously a small portion; at the time when one enters a party, even if it's the cheap meat that I decided to give away instead of sell, when I provide food and potions, the other party members thank me profusely.
Thanks to that, whenever I'm in the town limits, the party invites and guild solicitations, aiming for my cooking and potions, are endless; it's like, whenever I'm cooking, it's become necessary for me to turn people down through Whisper Chat and Mail.

It seems like this disorder will continue for a while longer; it will be a while until the crafters stock up and the circulation of money calms down.
Just by looking, you can tell the connection between crafters and fighters have strengthened, but … it's a time where quarrels and fights are repeated occurrences. Just when this chaos finally began to quiet down, a new

announcement was made on the official homepage.

— The keyword is Fairy's Country. Your chance to do it over with another meeting. A new power.

Announcing the implementation of the Fairy Country that the Fairy Queen rules over.

SKILLS
[Wind-Blown Hunting Bow]Lv12
[Assaulting Kick]Lv22
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv41
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv41 ↑1UP
[Advanced Cooking]Lv6 ↑1UP

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is "The Fairy Queen's Husband-san"

A/n: Finally the plans for the Fairy Queen's country have come out.
For those who previously split with their Fairies, here you have a chance to redo it, and you have the chance to acquire new Fairy Magic.

As for how things will turn out from this, please wait just a little more.

<T/n: Thanks Draugor for your donation!
Oh thank goodness, moving on to next arc. Seriously, I usually don’t mind filler, but the author rambles when doing these kind chapters, so it makes it harder for me to translate.>

Before Heading Out to the Fairies' Country

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Preparations and …

Before Heading Out to the Fairies' Country

"A- … it's a pity, but this has reached the end of its lifespan, *ne*."

That is what the armor craftsman that I asked to repair my armor said.

"Is that so … it's served me well for so long, but now it's finally …"

I muttered.
Even though it's reached the end of its life, the full set of Werewolf Leather Armor has reached the end after protecting for a long time; it's the result of completely over-using it, though.

Especially taking all those death penalties in the Challenge of the Dead; taking those unnecessary grievances, the process was expedited. The penalty for having fun while overdoing it has finally appeared.

"I remember selling this to you quite a long time ago, but … you really used it until it reached its limits, *ne*~ … though as a craftsman, it makes me happy."

It was a really good product, and on top of that, there aren't that man people who wear leather armor that has a low-popularity in itself, so that's probably why she remembered.

"It was really an excellent item, so I really was in its care until now, but if it's like that, then I guess I'll have to have a new one."

If it's at its end, there's no helping it; with that decision, I'll have to have a new leather armor made.

"So will you request something? Although, the prices of many things have

gone up lately, so …”

Her words trail off; I already know that the armor crafters have all sorts of issues they have to deal with.

“Could you use Wild Bear fur and pelts to make it with? They’re by products of when I went out for meat …”

So saying, I show her the loot from the Wild Bears. If she makes it out of these then the price should fall by quite a bit.

“A-, if you’re bringing your own materials, then I can make it for cheap … by the way, can you bring out some metals?”

Metal? We were talking about making leather armor; should I get her to explain?

“If you’re asking whether I have any, I do have some silver ingots, but …”

I’ve been making all sorts of weapons en masse so my Steel and Light Metal are pretty much gone, but I do have Silver, which I didn’t have any ideas of how to use, so I just made them into ingots, and now they’re just leftovers.

“Then, Wild Bear’s leather armor reinforced with silver is what I’ll aim to make, *ne*; compared to Werewolf one, it will be quite the item with much better defense; and since you brought all the materials yourself, for just my time and work it will 12000Glo. How’s that, Chef-san?”

If it will raise the ability, then I have no complaints; if it’s at the range of 12000Glo, then I can manage that fine.

“Got it, then let’s go with that. I have the materials right now with me; is it OK to pay at the end, when exchanging the finished product?”

With this we reached an agreement, and a new leather armor is going to be made; it will be finished after about three days, so I made an appointment to come after 3 days and then left the place.

———————————————

A short time after I placed my order with the armor crafter and left, an announcement ran.

Urgent Information

To all player, at this time, thank you for enjoying One More* Free Life * Online. At this moment, we have confirmed that the crushing of one of the Secret Bosses fromt he Challenge of the Dead event has been completed.

As a result, at this moment, a weapon category, [Oodachi[1]] has been added; Oodachi is Two-Handed Sword's advancement; it is a heavy, large sword that obliterates, and the slashing with the heavy Oodachi will require moderate changes in fighting style. Furthermore, the Arts are also similar to the Japanese katana; for the full details, please wait for our official homepage to be updated. I repeat…

A-, so a [katana] type style has finally shown up; in some ways, it's expected, *naa* … but, Oodachi, huh … I haven't heard of rumors of tamahagane[2] being found yet, but … don't tell me that you have to make tamahagane from steel sand … it would be a challenge among crafting that has never been seen before, though? Is this going to be ok?

_____

After that, I gave my undivided attention to mass-producing food and potions. There's a lot of demand, and anyway, the Queen will probably show up in front of me again, going "Make me some~."

It's probably not just the Queen that's eating them; the possibility that she's handing them out to other Fairies is also high, so I have no choice but to get used to making the corresponding amount.

And like that, several days of steadfast crafting of food, potion, and Enhanced Oil passed, and the day before the implementation of the Fairies' Country patch came; and also, it's been three days, and a mail from the armor crafter saying, "Armor's done~" came, so I headed off to receive it. The armor that I received had part of it with the Wild Bear fur left, and the silver thinly sewn in, reinforcing each part, a full set of leather armor. The Stats are;

Previous Equipment

Werewolf Leather Set

Head Def+5, **Body** Def+15,
Pants Def+13

Arms Def+8, **Legs** Def+6
Fullset Equipped, Atk increased by a little

And the current equipment

Wild Bear Leather Set (Silver Reinforced_

Head Def+8, **Body** Def+22,
Pants Def+19
Arms Def+11, **Legs** Def+10
Fullset Equipped, Vit moderately increased, Mind increased by a little

On top of greatly increasing my defenses, it's only a little, but for the Vit and Mind that I was worried about to be reinforced, it's equipment that I'm extremely grateful for; Vit is probably from the Wild Bear fur, while Mind is the effect of the Silver, I bet.
Silver vanquishing evil, in other words being effective against Undead, isn't an effect that this game has, but instead it has this effect of supporting Mind. This was good to find out.

I paid the armor crafter her fee and immediately equipped the armor, and then disposed of the Werewolf Leather Armor that I've used all the way up until now; so it's finally time to bid this one farewell; I feel a bit forlorn; I've never felt like this before in MMOs, is it because it's a VRMMO that I directly feel this emotional state?
While thinking these things, I've come to a place where people don't usually go; it's time to make today's portion of food.

"I beg your pardon, but would you have some time right now?"

And the Fairy Queen, acting completely differently from usual, appeared with a stern look on her face.

SKILLS
[Wind-Blown Hunting Bow]Lv12
[Assaulting Kick]Lv22
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv41

[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv42 ↑1UP
[Advanced Cooking]Lv7 ↑1UP

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is “The Fairy Queen’s Husband-san”, Chef of the Battlefield-san

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1. oodachi – big-ass Japanese sword.
2. tamahagane – the traditional steel for Japanese swords. Yes there are better steels out there now, but the “soul-steel” is still highly valued for artisanal purposes. And yes, it’s smelted by hand still, and is the hard work of many men who practically don’t sleep for many months to smelt it, hence Earth’s slight worry.

<T/n: No I don’t know how long the Chef of the Battlefield-san has been up there. I always double check the stat numbers carefully, but the author sometimes remembers he’s been leaving stuff out and updates the titles at no warning (and no punctuation), so sometimes it’s hard for me to catch.
I know “Chef” wasn’t there several chapters ago, but when it first started appearing… I don’t know.>

The Fairy Queen’s Verdict

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

It’s opportunism time.

The Fairy Queen’s Verdict

Completely different from usual, or more like she’s bringing back the dignified ambience from the first time we met, the Fairy Queen. That I thought, ‘I wish she’d be like this rather than how she is usually, *naa*’ is something that I will keep to myself.

“Today … there’s a matter that as arisen that must be conveyed you no matter what, therefore together with my subordinates we have come forth … let us talk in that house over there.”

So saying, she pointed at a vacant house and proceeded to walk there.
I guess I can’t NOT follow, huh … Entering the house, the Queen, myself, and the 6 subordinates sat down in chairs, and a weird atmosphere followed.

“N? What’s that weird feeling?”

How to say it, it was a feeling like the world slithered a bit, a bit of a bad sensation.

“My apologies; from now on, this discussion absolutely must not be heard by anyone else, so we have deployed a barrier.”

I see, it’s one of those abilities that players can’t use…

“Of course, we are also prohibited from excessively passing this around, but this time the developers(masters) have bestowed upon us their permission, so allow us to convey this information.”

This serious Queen I haven’t seen in a long time … when she’s like this, she’s quite the beautiful woman.

“- – To go to this extent is … Let’s hear this critical information.”

So it’s something pretty big … and for the devs to approve of its declassification, it’s become quite the troublesome thing.

“– Then without further preface … I’m really very sorry, Earth-san, but you … will never be able to contract with a Fairy, ever…”

… What?

“- – You mean, all the Fairies hate me that much?”

That’s what I asked the Queen, but the Queen’s 6 subordinates shook their heads side to side. And the Queen said, “If that was the case, then there would be no purpose for us to come here and raise a discussion.”

“During this time when the path to the Fairies’ Country is opened, since you are an acquaintance, we were thinking that when you come to our country, we would provide you with a Fairy to contract with.”

Fumu. I nod, urging her to continue.

“For that contract Fairy, we intended to make it one of my 6 subordinates that are here right now. Your situation isn’t one where you quarreled and was split off from a Fairy, and if it’s you, who has been involved with many Fairies up until now, we were thinking that for a strong contract Fairy, the ones next to me had the qualifications.”

I see, so they’ve been making preparations, huh … then why?

“However, this matter was leaked out to the citizens of my country.
… And with that, large amounts of the Fairy citizens of my country stormed the royal palace, saying ‘I want to be Earth-san’s contract Fairy’. Among the ones who came mobbing, without caring about their high or low statuses(the evolution kind), are also many Fairies who just think it’s a pain to remain in the country and just want to roam around.”

With a weary face, the Queen told me about the state of things from that time; it must have been truly chaos.

“Truthfully, 80% of the Fairies have hopes of becoming your contract Fairy. = = And as a result, the situation has become such that, if you chose any single one

as your contract Fairy, it would cause a huge mess in the Fairies' Country."

At that point, one of the subordinates, a girl with long, water-colored hair, opened her mouth.

"With it becoming like that, there is no longer any way for us to forcefully quell the unrest."

Next, a man with short, yellow hair opened his mouth and continued.

"And therefore, we came to the decision that was bitter even for us … however if we did not do so, the chaos would only grow."

And once again the Queen opened her mouth.

"I may be a Queen, but a Queen only exists because of her country's citizens. Therefore, although I'm the Queen, I cannot take any actions that go against the will of my people."

And with that, the Queen's 6 Fairy subordinates all lowered their heads towards me and said together, "Our apologies."

"If it's something like that, then I guess there's no helping it …"

An unbelievable situation that has developed in unseen places has been revealed … this certainly shouldn't be something that reaches other players' ears; the citizens of the Fairies' Country has such distinctive AI?
And further more, it seems like it's possible for them to move in ways not dissimilar from a country in reality, but there hasn't been any announcement (could they have no intention about announcing it?) regarding that.
Exactly how far are they going to take the 'another life' thing with One More?

"- – As you will not have a contract Fairy, Earth-san, your journey and battles will be difficult. When it comes to fighting monsters that our powers could drain away their strengths, your fights will be difficult. Even so, are you alright with that?"

Well, this too is just how life goes some time; if there's even just one guy like this, it will be interesting. With that thought, I nod.

"- – You are truly a strange man. Then, at least let us convey a suitable power that we can to you. Naturally, the developers(master) have given their

permission so you can use it in front of others; even if someone says something, please use it boldly.”

The Queen took my hand; there a white and black light shone forth, and then immediately sank into my hand.

“Before I explain this power, I will tell you a simplified version of part of our Fairy Country’s history. When the first generation Ruler of the Fairies was formed, for a time, we Fairies lived at peace. However, the 21st Ruler of the Fairies began to attack other races; these raids continued up until the beginning of the 64th Fairy Queen’s rule; Fairies have a longer lifespan than humans by far, so these raids were truly conducted for a long time.”

At this point, a female Fairy with black hair in a pony-tail continued the story.

“What her Highness has bestowed on you is from that time … it’s what our ancestors in the time of the invasion used in their bloody battlefields, a sure-kill technique; for the sword, spear, greatsword, one-handed axe, two-handed axe, bow, and magic, each and every one had such a thing.”

Next is a red, short-haired female Fairy who continued.

“In strict secrecy we have recreated them; they aren’t the techniques from that period. Certainly the actual techniques have great power, but it’s an extreme, brute-force type of technique that disregarded the invoker’s own life; there was no way we wished to replicate those things to that degree.”

A woman with green hair in three braids opened her mouth.

“The technique you were given is one of them, <7 Shooting Stars>, a technique that makes the best of your bow; after invoking the technique, before the passage of the time period you humans call 30 seconds, it is a technique that enables 7 arrows, [without missing even once, consecutively] strikes their target; once it activates, it is possible to deal large amounts of damage by hitting your opponent.”

The next person to speak is a man with silver hair slicked down.

“And the other one is <Sacrifice Bow>.
This technique especially is one that we should not fully recreate; after all, since the time of the warring period, when you loosed an arrow while using it, the one

who used it didn't [die], he was [decimated] … The current version of the technique feeds off of your lifeforce … that is, you call it HP? 90% of that maximum, and magic, that is MP, is reduced by 10%; on top of that, even your bow becomes sacrificed in the process; in other words, it is very nearly a suicide technique."

The Queen followed it up.

"In using that, your life and magic fill up and heavy feelings overlap in your bow, and for one shot it becomes something that is as near a replica of a god weapon as possible.
An arrow shot after bringing forth that bow could punch through even the most ferocious dragon, but … exactly how much power it can have now is something even we don't understand, and so please do not use it until a time where you truly have no other options. The HP and MP lost will gradually be regained when you are out of combat and quietly resting, so do not worry about that."

It's strong so the penalties are also big, as well as that [heavy feelings].
In other words, it's a technique that you should only try out if you're at the point where you are even willing to throw away your favorite weapon.

"Roger. I will set <Sacrifice Bow> aside and train to use <7 Shooting Stars>."

The Queen said, "Please do so, <Sacrifice Bow> is far too dangerous," as well, and the 6 subordinates also nodded in agreement. From here on, I really will be the only person who travels a different path … even so, I guess this is also life.

"Please keep this matter secret. And then, when the path to the Fairy Country opens, please, definitely come to visit; I, as the Fairy Queen, along with everyone else will give you a grand welcome first thing."

The Queen's stiff expression loosened and she smiled … a beauty different from her usual self was revealed.

"I definitely will at that time. Well then, if you are all returning, then I will hand over some souvenirs."

Souvenirs? Every one of the subordinates tilted their heads.
But, when I began bringing out food that I had cooked myself, they became overjoyed with glee … As I thought, the Queen was bringing back the food and

sharing it.

“The next time we meet will be in the Fairy Country, *ne*?”

In the end, I said that, but …

“It won’t be limited to just that, you know?”

Is what the grinning Queen … no, it’s what the green-haired, 3 braid girl Fairy said while smiling. The ambience the Queen had up until now flew off somewhere …

“Hang on, are you trying to steal a march on me!?”

She says, making a fuss. However the green-haired … that’s a pain, so 3-braid-chan calmly replies.

“If anything, I think that the Queen who has been monopolizing him until now is the unfair one.”

She said, refusing to give in. This appearance really can’t be shown to other players, *naa*. In the end, the stiff atmosphere from before was broken up like that.

SKILLS
[Wind-Blown Hunting Bow]Lv12
[Assaulting Kick]Lv22
[Farsight]Lv50
[Craftsmanship]Lv52
[Small Shield]Lv 6
[Stealth]Lv41
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv42

[Advanced Cooking]Lv7

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is “The Fairy Queen’s Husband-san”, Chef of the Battlefield-san

A/n: The 6 subordinates’ hair colors indicate their elements.
This time as well, what Earth learned is capable of being acquired by other players through quests, but the difficulty is much higher, though.

<T/n: This was actually fun to translate because I didn’t read this part in the manga. When I saw the text blobs in the manga, I just went … eh … I’ll just wait and translate the WN later.
I don’t know why some legit comments have been going to spam. I will approve of them asap when I see them>

The Signs of the 3rd Big Update

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

The Signs of the 3rd Big Update

Now then, let's talk about something that's not really related to 'One More' for a bit.

Currently, there are 4 games that use VR; other than the MMO 'One More', there's a fighting game that lets you combine whatever techniques you'd like to fight, an FPS, and then a mecha game that lets you tune up an airframe, board it, and fight others; those 4. These all furiously scramble for users while shaving each others' userbases down.

However, the helmets that let you participate in VR are all different for each game.
Because of that, even if you want to try out other games, it's not like you can just download the game data onto you PC, then Ok, start.
It's simply a problem of the preparations and investment needed. No matter how convenient they make it, the price of VR Goggles isn't like you can just *poof*, go out and buy a new one.
Of course, there are a lot of hopes for new customers; naturally the focus is on those new customers; it's become a situation where if someone buys one of them, the other games in the market give up the battle in despair.

This isn't really a good situation; the (to be blunt) torture of the users' wallets is unchangingly villainous, is what the company that provides the fighting VR game brought up; in a meeting of the 4 companies, they got together to make some regulations; for the players of those games, it was huge news.
And meeting everyone's expectations, in regards to the regulations of the companies' VR helmets, they're all going to be combined; out of each of the 4 game developers, you will only need 1 helmet to be able to play any of them.

Simply put, the fact that they each have different fields is also a pretty big part in it.
If there were two MMOs or two fighting games, then this probably wouldn't have happened; one way you can look at it as, since each of the 4 is a different genre, the companies were willing to share information.
Since all 4 companies together have yet to really take off making the VR helmets, in order to get the chance to increase their customers, at the moment, other than the other titles that will go with the VR helmet, all information is being kept under wraps while each company tries to make a situation to increase their customers.

With each company together, they made a combined announcement; they will have a huge campaign that offers a 15 days free coupon. 'One More's" Fairy Country patch is also established to be on that campaign's opening day.
In other words, out of the 4 games, this 3rd big update, so to speak, will have a huge increase in participants connected; each of the game's guilds is currently in a state where they don't have any free time, preparing for the recruitment battle.

"So naturally you've heard the news? Earth."

Is what Zwei came over saying.

"Of course; even excluding what's going on in 'One More', there's such a large fuss that you'll hear it well; it's pretty big news, after all."

As expected, there's no excuse for not hearing about news that makes this much of a commotion.
I reply while preparing the War Bison steaks that I've recently got my hands on.
This isn't Zwei and the others' Guild Area, it's the unpopulated back alley that I usually go to in order to cook.
Immediately after the first one was grilled up, a delicious steam and smell arose, and [*Zu-po-n!*] I hit the hand that Zwei reached out with the harisen.

"This is something I'm going to sell! If you reach towards it again, Zwei, I'll hit you!"

Is what I said … that's right, isn't this a good opportunity; I take out a harisen that I've prepared in advance.

"Nora, could you come over here for a moment?"

Nora said, "Yeah, me?" and tilted her head as she came over, and I handed over the hariesn.

"- – *fuu-n*, so when Zwei's being a dumbass, it will be OK if I hit him with this?"

My response is to say nothing and give her a full-hearted thumbs up.
To which Nora gave a beautiful smile and returned the thumbs up.
… Zwei kind of went a little blue in the face, but I won't worry about it.

"Anyway, the amount of players is going to increase all at once; I'm actually looking forward to it."

Is what Kagamine said. It's because there's a possibility of a roughly 4 times increase, *naa*.
Each server is probably frantically expanding, I bet. Especially in One More's case; being an MMO, the server expansion is probably a hassle.

"You think it's time for our members to increase? It would be fine even if we became moderately middle-sized, right? … Although it's impossible if we don't train Eliza well."

Since she didn't even listen when Zwei gave her a warning, Nora dragged her into a PvP and gave her a "spanking" while cracking a whip … I don't really want to hear the details to it.

"And so, Earth, would you-" "Sorry but no." "… no good, huh~."

It's not like I'm against them, I just don't want to join a Guild.
I didn't expressly say it, but I have the Queen to worry about … and on top of that,

"*Oo*, it's a new menu item, *nou*; immediately let *Us* eat it, *nou*."

Again, it's the Queen's little sister, Dragon-chan.
It was a pain to address her so I called her that once, and "*We* like it; why don't *We* allow only yourself to call *Us* such," is what she said, so I call her Dragon-chan.

“That’s a new product, don’t just eat it!”

Him, her, and everyone are such gluttons dammit!
This is what I heard from the female players, but when it comes time to diet by restricting themselves at meals, they come here to pig out.
They can eat themselves to satisfaction, but it has no effect on their bodies in real life, so they can trick themselves here; therefore, in One More, there is basically no player who’s a light eater.

“*Uu*, you’re torturing *Us*, *nou*; with such tempting-looking meat in front of *Our* eyes, you ask *Us* to endure it while sneering at *Us*, right …?”

She looks up at me with teary eyes, but that is so not going to work.

“You say that, but once you start eating, 15 steaks are going to disappear! This big-eater Dragon-chan!”

This back-and-forth comedy routine is becoming the norm every time now, *naa* … just when I was thinking that, Milly raised a timid voice.

“U, um~, this person is …? She’s wearing clothes I haven’t seen around, and isn’t the appearance like a Fairy-san’s …?”

Naturally it’s not just Milly whose curiosity is raised, Zwei and the others are making faces like they’re demanding an explanation.

“Too bad, but in regards to *Ourselves*, all explanations are refused, *jya*! *We* are a Rare Character whom meeting with gives good luck!”

While saying that so energetically, she reached a hand out to the steaks, so I *gu*- hold her head down.
The one letting out an “*Auu*” with her head held down is Dragon-chan.

“It’s because you were going to put your hands on the plated merchandise.”

I say that to try and firmly set up some boundaries; there’s a saying that even among close friends you should have manners. But, as expected, not letting her eat anything is kind of …, so I go about making some Bear skewers.

“- – Earth, don’t tell me you got tired of just having the Queen to fool around with, so you started putting your hands on this girl …”

The normally calm and collected Reiji said something strange, so I throw a

frying pan at him.

“Right now, it’s fine to full-heartedly say ‘Blow-up’, right?”

Said Zwei. You’re so annoying; do you know how much money is devoured through her eating!? I’ll trade you if you want!

“But you know, no matter how you look at it, you’re excessively familiar, *ne*…? For us she might be a Rare Character, but for Earth it feels like an everyday occurrence …?”

Are you some kind of great detective? The person I’m looking at, feeling like I really want make that retort, is Rona.

“If we call you Dragon-chan, I bet you’d get angry, right?”

Is what Rona said to Dragon-chan. Dragon-chan immediately nodded.

“*Umu*, it is only alright for Earth to call *Us* so. *We* do not have any intentions to forgive any others who do so.”

Dragon-chan answers with a firm, decided tone.
If it was just from her voice she’d probably be really cool, but with both hands seizing a grilled bear skewer with 5 pieces on it, her appearance as she *chomp* munches on it; no matter how you look at it, she looks like a very immature child.

“I should upload this onto the forums-“ “If you post this, I’m going to ask all the Fairies in this world to do something to you.”

I stab a nail in the coffin of Zwei’s idea.
I don’t know exactly what I’ll ask them to do, but just keeping that possibility open is enough.

“First a Fairy Seducer and now a Dragon’s Keeper? You’re walking a very amusing path, *ne*.”

Nora absentmindedly muttered; I really want to say, give me a break!
With things like this, exactly what will happen when I go to the Fairy Country? Is what I’m worrying about as the worrisome factors keep increasing everyday. The Fairy Country patch will be patched in shortly.
SKILLS
[Wind-Blown Hunting Bow]Lv12

[Assaulting Kick]Lv22
[Farsight]Lv50
[Craftsmanship]Lv53 ↑UP
[Small Shield]Lv 6
[Stealth]Lv41
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv42
[Advanced Cooking]Lv8 ↑1UP

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is “The Fairy Queen’s Husband-san”, Chef of the Battlefield-san

A/n: From this time on I’m writing the Skill writeup in the afterword <t/n: not affecting us, I don’t split things up like that>.
From now on, I’m writing the Queen’s little sister as “Dragon-chan”

<t/n: I have decided to call the Queen’s little sister as “Dragon-chan” instead of “Ryuu-chan” because he’s not REALLY using it as a proper name; they’re purposefully calling her by the meaning and not the pronunciation.
And because I don’t know who reads what, thanks Skirie and Meousa for the donations! (I don’t think I posted thanks on Ovrmmo/wfb posts)>

Off to Fairy Country

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Off to Fairy Country

Fairy Country. Situated southeast of Nexia, there is a fortress that serves as a check station for each of the directions north, south, east, and west.
In order to gain passage, you are checked whether or not you hold high hostility towards Fairies, and then afterwards you're asked to contribute towards public safety by subjugating monsters, or to bring in food to contribute to food supplies, or by providing a fixed amount of money, and then you're granted passage.

Moreover, your visa has ranks, beginning from C all the way up to SS.
Rank C does not permit you to leave the fortress towns that are attached to the north, south, east or west checking stations.
If it's B, then you can leave the fortress towns, and you are even permitted to enter the towns further in.
A Rank finally lets you enter the city the Fairy Ruler's castle is located in; S Rank permits you to enter the Fairy Ruler's castle … thereabouts. Typically speaking S would be the highest rank you could get.
Then what the heck is SS, is what you might be thinking; it gives you the possibility of being granted an audience with the Ruler and Noble classes; of course only a few people will be allowed to have an audience, so it is forbidden to give that rank carelessly; that's how it is.

And then, from the rough sketch of a map, the Royal Capital with the Royal Castle is dead center, and further north, south, east, and west there is another city, and then further north, south, east, and west is the checking stations; it's a country in the shape of a cross.
There are also 2 dungeons entrances.

All of this was released in the prior announcement.

_____

– – And today, the Fairy Country patch was finally implemented.
Of course a tremendous amount of players have their eyes on the Fairy Country, and among them, of course, is me.
Today I blessedly didn't have over-time either, so I ate early and finished fast to login.
Of course there are monsters on the way over, but because there's a mountain of players all over the place, the encountered monsters are turned into charcoal in a few seconds under the concentrated firepower, and disintegrate into pieces.

The standard way of getting around is by walking.
There still isn't any traveling by horse or other similar methods; like people from olden days, the standard way of moving is steadily *step step* walking forwards.
Because of that, traveling takes some time, but with just this many people, even if it's the first time you've met, everyone has the common interest of the Fairy Country to start a conversation, so of course here and there such conversations crop up.
If you join such a conversation while walking, even if it's a little far, you won't be in anguish.

I can finally see a fortress-looking thing, but … damn it's huge.
I don't really know what they're equipped with, but it's a fortress, and the walls to the left and right are so stupidly tall.
Judging by sight, the fortress is roughly 35 meters and the walls are also around 30 meters thereabouts … if you don't enter this thing, there's no way you can see the scenery inside at all.
Furthermore the line of people stretches out forever, but I guess these are players, lined up in order to obtain the permission; there's a Fairy holding up a placard that has, "End of the Line Here" written on it.
Everyone is heading over there to line up, and it was then, when I also went to the end of the line to line up,

"Um, pardon me, I would like to be allowed to check the ring on your left hand, but would that be alright?"

To that voice that came, I turned around and there were several Fairy soldiers, as well as a human-shaped Fairy wearing a uniform-like outfit. Come to think of it, this ring should have some permission attached; so that's relevant here? While thinking that, I say to Fairy-san, "Is this fine?" and turned the ring to make it easier to see.

"- – There's no mistake, *ne*, it's the Fairy Queen's ring; in other words, you are Earth *ne*, I am humbled to meet you; I am the one responsible for this fortress. From Her Majesty the Queen, we have been instructed that once you've arrived, we should immediately send you to her side, and so therefore we will make the arrangements. Oi! Bring the readied pikarsha!"

All the players around us were, 'What's going on?' 'Is there some event?' turning their faces this way … No wait, even the Fairies turned to look here all at once … Th,the looks are painful!
Like that, the stares are piercing into me, there's a single, huge bird?
It's like a jumbo-sized ostrich with wings so big they fill your vision?
It's kind of hard to explain, but the closest thing is like a choobo that's one size bigger, with the wings being a vivid sky blue color, that kind of a big bird?
Anyway, the Fairy soldiers came over while leading it.

"This little one is, even among us Fairies, only a small portion are allowed to ride this bird; it is called a pikarsha. This little one is a relative of the Fairies; and if you are able to ride one, it is possible to fly through the skies at high speed. Earth-sama, please, do take this pikarsha and head to the Royal Capital."

The pikarsha fairy bird said "Pyu~i♪" in a cute chirp, and when I tentatively stroked it lightly, it turned its face here to nuzzle against me, so I also didn't hold back and rubbed my cheek against its.
Around me, "How envious-" and "His cuddling opportunities increased!?" and other troubling things like that could be heard, but if I let it bother me, I'll lose. *Un*.

"Then, I'm going to get on. Pikarsha, I'm in your care."

The pikarsha, like it's intending to say, "Likewise," gave a short, "Pyui♪" cry and stooped its body down to make it easier for me to clamber on. And so I cheerfully got on.

“*Oou*!? It’s so soft my body sank in!? Is this ok!?”

Once I put all my weight onto the pikarsha, it’s like half of my body in its entirety sank into the pikarsha; as I was panicking, “It’s fine! The pikarsha’s body is just like that!” is what the Fairy-san who’s in charge of the fortress said.

Once it was sure that my body was balanced, the pikarsha stood up.
Oo, it’s like the scenery around me has suddenly changed. Just the height change gave such a huge change in feeling, *naa*. O, I have an unbroken view of the huge line of players.
The pikarsha *flutter flutter* flapped its wings 2, 3 times, and a few sky blue feathers fluttered all around; I see, we’re about to …

“PYUIIIiiiii~~~~!”

Right when I was thinking it was its loudest cry yet, my body felt like it was pushed down for a bit at the beginning, and then we were floating.
My point of view rose higher and higher, and the fortress got lower and lower. 10 seconds have passed and our altitude has increased by a lot; all the players don’t look any different from grains of sand. I now have a full view of the city that’s attached to the fortress.
I can only just hear all the players making a huge fuss; but I know what they’re saying. While I’m thinking such things, the pikarsha now begins to fly forwards.

———————————————

“PYUIIIIIiii~~~♪”

Along with that cute cry, the pikarsha raced through the sky. The scenery rushed by me at high speeds. This spectacle is an excitement that, other than me, no one has seen before.
This is definitely fantasy; in reality I’ve experienced getting on a plane and flying through the skies many times, but it’s not even worth comparing that to this. Getting in a box versus flying through the air while feeling the wind like this is completely different.
On top of that, I think the pikarsha put up a wind barrier, but other than to the degree that you think the wind’s a little strong, the wind isn’t coming at all. Even so, it’s not so strong that you don’t have the leisure to take in the scenery.

Riding and flying on the pikarsha like that, in front of us I see a city.

That’s probably the city between the previous fortress city and the Royal Capital; this city is quite larger than the fortress city, and it seems there are places for adventure.
– – Although, right now I’m riding the pikarsha, so in the blink of an eye we’ve already gone past it ….

We flew on like that for a few more minutes.
At last I can see the huge city that has the Royal Castle in the center, in other words, the Royal Capital … the pikarsha also begins to slow its speed down.
“PYUIIIIiiii~~~!!” When the pikarsha let out that loud cry, the Royal Capital’s gates began to slowly open.
In front of the gates that became fully opened was a huge crowd of Fairies, and at the very front was the Fairy Queen and her 6 subordinates waiting. So this means it’s the “official” welcome after so long, huh…

SKILLS
[Wind-Blown Hunting Bow]Lv12
[Assaulting Kick]Lv22
[Farsight]Lv50
[Craftsmanship]Lv53
[Small Shield]Lv 6
[Stealth]Lv41
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv42
[Advanced Cooking]Lv8

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???

His second name from other players is “The Fairy Queen’s Husband-san”, Chef of the Battlefield-san

A/n: In some ways, the pikarsha might be cuter than the Queen, *ne*.
Queen: “What did you say!?”

<t/n: Thank you JG for your donation!
Going back to no-internet zone for the weekend, but will not be traipsing through near 100F degree weather for 6 hours, so there probably won’t be too much delay after that like last time…>

A Momentary Dream

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A Momentary Dream

In front of the Queen who came to meet me, I dismounted the Pikarsha, kneeling down and lowering my head.
Although we're always usually like THAT, this here is an official moment, and there's something called matching the time, place and occasion; there's no way I should break that. … I'll be troubled if I get a bad reputation attached to me.

"For this current reception, I am thankful from the bottom of my heart, your majesty."

A, she breathed a sigh of relief, the Queen. Of course I wouldn't have the maliciousness to mess around in this kind of situation.

"For cooperating with the way we suddenly called you out here this time, I give you my thanks. Now then, it isn't grand, but please enjoy this parade. Everyone, at this time, enjoy the feast!"

The Queen raised her hand, and at the same time music sounded, lights revolved about, and the bubble-like Fairies also danced about in revolutions.

"As for Earth-sama, please ride the Pikarsha once again, and then please follow behind the leader. You are the main attraction."

Somehow, something completely ridiculous was just said by the Queen, but if I try to refuse here it will only become a useless disagreement that only wastes time without changing the result; so thinking, I obediently follow along.

_____

This might be a useless addition, but after this, the parade in One More's Fairy Country was repeated many more times; the players who got to participate in

the parade were many, but the Fairy Country's Queen is the one who stands alone in the lead; after this and far into the future, for a player to play the leading role in the parade, this parade is the only time.

Mounting the Pikarsha for a second time, I marched at the head of the parade. Since a large amount of all the Fairies were waving their hands at me, I waved my hand back at them, and furthermore, I waved largely.
They're not just watching from the left and right sides of the streets, there's also a bunch watching from inside the buildings, and there are also a lot of Fairies floating in the sky that look like pegasus and griffons and the like, stepping straight out of mythical stories; the Fairies riding on their backs also waved their hands.

Today is most certainly just a momentary dream.
Even if this is a game world, the number of players who can see this dream are really only a handful, so thinking that way, let's enjoy it, this moment.
Even if this dream-like illusion only lasts a moment, just the memories of it alone are the real deal, after all.

It seems like in the end, the last stop of this parade is the Royal Castle.
As we inched closer and closer to the Royal Castle, the parade's music became the liveliest it had been as we faced it, and numerous fireworks were also shot into the air.
Aa, I don't even know how many screenshots I've taken, and I've even recorded a video; to have received such a flashy welcome to this extent, there was no way I could have imagined it when I logged in today.
Although I said it was a momentary dream, even for a momentary dream, this is way too flashy.

And then, once we reached the Royal Castle, when we entered it, the parade was over.

"Now then, once again, welcome to the Fairy Country. We of the Fairies welcome Earth-sama."

This place is the Royal Castle's audience room.

It’s an image often found in fantasies, a scene where a king is sitting on his throne to welcome the protagonist, right?
Picture that some how or other, and you’ll be close; this kind of thing doesn’t change much no matter where you get it from, *ne*.

“I’m grateful for you welcome, however, frankly speaking, wasn’t that way too over the top …?”

Don’t tell me because the Queen herself came out to meet me, that it resulted in something so flashy that it included even a parade.
Certainly it was first-rate, and that it let me see a good dream is unmistakably the truth, though.

“No, the reason for the parade is, the citizens of this Fairy Country learned that you will definitely appear here and they insisted on it; there were quite a few of my people who could hardly keep still and wait and kept asking, “Is he here yet? Is he here?” and even the Fairies who are usually wandering about have recently gathered in the Royal Capital in the end.”

Somehow, it seems there are all sorts of things going on in Fairy Country … is everything going to be ok with this country?

“H,haa…”

Honestly, I had no idea what to say, so a vague word spilled out.

“And on top of that, there was a rumor going around that the Queen was keeping you to herself … even though I would prefer to be kept.”

OI! This queen seems to have gone off the deep-end, *zo*, but in the audience room, there’s no one to retort other than myself.

“Your Highness, please try to control yourself.”

The long, light-blue haired female Fairy immediately entered the conversation to put a stop to it. For a second, I was grateful to her from the bottom of my heart.

“Th,that’s right … for moving your activities to this country for a while, it really helps us out. From our side, we have no intentions of mimicking boorish behaviors like conducting surveillance on you or escorting you.”

I see; after this, I should just act like a normal adventurer she means.

“Understood; tomorrow I will be just another adventurer and will slowly and carefully conduct my activities.”

For now I’ll head back to the fortress town and slowly fumble about and explore, since that’s a place where I can see and fight with the monsters that live here. Doing things like that will probably be ideal; it’s better if the flashiness is limited to today.

“Then with that, the audience is over with this.”

With the Queen’s declaration, my audience with her came to an end, at last the stiff formalities … ah, no, it wasn’t that stiff, since along the way the stiffness leaked out, but anyway, we emerged from the audience room.
Now then, quite some time has passed, so let’s find an inn in the Royal Capital and log out … so thinking, let’s leave the castle – but.

“Ara? And where might you be going?”

Is what I heard the Queen say from behind me.

“Ah, no, it’s getting to the time where I must excuse myself, so I’m going to an inn to sleep.”

The majority of the players who use an inn to log out refer to it as “sleeping”.

“A, I see *ne*, then together with me in my bedroom …”

At the moment the Queen started sleep-talking[1], I used <Wind Booster> and <Fly> to run away with all my might.
This is that woman’s castle, so I decided it would be the best decision to run away in a fashion that just invites someone to make fun of it.
To run away by jumping out the window, am I some kind of burglar; come to think of it, I have Chivalrous Thief don’t I; my mind went off thinking in a weird direction while I flew away; tumbling into an inn and logging out; what a pitiful way to end the day.

SKILLS
[Wind-Blown Hunting Bow]Lv12
[Assaulting Kick]Lv22

[Farsight]Lv50
[Craftsmanship]Lv53
[Small Shield]Lv 6
[Stealth]Lv41
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv42
[Advanced Cooking]Lv8

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is “The Fairy Queen’s Husband-san”, Chef of the Battlefield-san

A/n: Right away, it’s a flashy beginning in the Fairy Country.
Before long, we will return to everyday operations.

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1. sleep words– a pun, with “speaking gibberish” and “words about sleep”

<t/n: Thank you Dvang4 and MK for your donations!>

Finally We Begin Hunting

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n: At last it's a battle after entering Fairy Country.
Because of the immediate parade he was traveling by sky, after all.

Finally we Begin Hunting

"Excuse me-, I've subjugated 8 High Rabbit; please confirm it."

Right now I'm at the southern fortress town.
In the place I'm at, the 1st floor is both a bar and a place that handles requests and the 2nd floor is an inn (I only found out about it later, but in the Fairy Country, it seems this is the standard layout for an inn).
I have accomplished 1 of the requests that was presented here, the request [Please subjugate 8 High Rabbits; we have been troubled since they are destroying our crops].

_____

The reason I chose the southern fortress town was because the north has the most players, and the east and west will most likely eventually have people flowing into them, so that's the only reason I chose the far-away south.
Actually, I had timidly peeked at the forums, and the video of the place where I had gotten on the Pikarsha and flown off was completely captured and uploaded, and because of that, the mails that ask questions of the nature, 'How do I get that bird to let me ride it!?' came in droves.
In that kind of situation, if I carelessly go out in front of people, I can clearly see me being caught in an instant and barraged with questions; and so right now I'd like to preserve my state of just living while hidden.

By the way, the one who transported me here was also the pikarsha.

It was great that I had made up my mind to go south, but now how should I leave the Royal Capital; while I worrying about that in front of the gates, *step step* it came walking over here.
Thinking it was useless I asked, “I’d like to go to the city attached to the southern forest but … I guess I can’t ask for a ride?” the pikarsha gave a small “Kyui♪,” cry and knelt down; in other words, “I can give you a ride,” is the response it gave.
The Fairy gatekeeper went, “E? EE!? The pikarsha is voluntarily giving someone a ride!?” and was surprised, so it must be quite the rare scene.

It’s a distance that, if I walked, would have taken me who knows how many hours, but it was a 10 minute sky journey when transported by the pikarsha.
When I gave it 5 pieces of rabbit kara’age, it joyfully ate them.
After that, the pikarsha took to the skies again, probably heading back to the Royal Capital.

And then, since I arrived at the southern fortress town, the first thing I did was hunt out an inn; from now on this will be my base while adventuring.
Finding a comfortable-looking 2-story inn, when I entered it, with the first floor being a bar, it was a scene where there were all sorts of Fairies drinking and having fun.
I quickly head towards the counter and called out to the female Fairy that I think is the proprietress of the bar.

“I beg your pardon, but would you be the owner of this establishment?”

Immediately, “That’s right … ara, a human, how rare,” is the response that came back.
When I asked the question, “Are there any rumors of interesting requests?”, I heard, “If it’s requests, then there’s all sorts posted up here but … are you an adventurer?”

And when I said, “Ee, maa, I’m something like that; are there any that coincide with monsters that can be considered comparatively weak in this area?” she responded, giving her recommendation, “Then, here we have one for subjugating 8 High Rabbits; would that be alright with you?” and so I took the request.

By looking around outside for High Rabbits for a little bit, I immediately found them.
No matter how much they're seen as existences that that completely destroy the fields and chew on the crops, contrary to their appearance they are quite strong, like Fairies of average strength would not be able to trade blows with them.
Wandering, strong Fairies will come and take the request, or in extreme shortage circumstances the one responsible for the fortress will send soldiers to lead the subjugations; this is what the bar's proprietress told me.
You can think about the wandering Fairies like adventurers in Luna○ic ○awn.[1]

Let's quickly use <Stealth> to launch a surprise attack with the bow and begin hunting.
It must be able to use magic to some degree if they say Fairies can't fight with it, a monster that you can't allow yourself to be fooled by its appearance.
Calmly set my aim towards the High Rabbit's head and … shoot.
It screamed, "Pigi-!?" Alright, looks like there's no problem with the surprise attack itself.
But for the HP not to have been reduced by even 50% surprises me; for such a small thing to have the same HP as a Bear.
A rabbit that is stronger than a bear, this really is fantasy *na* … then with that kind of feeling, let's shoot off a 2nd and then a 3rd arrow.

And then, when I had cut the High Rabbit's HP down to 10%, the High Rabbit's movements clearly become dulled.
This is information posted on the forums, but when the Fairy Country patch was implemented, both players and monsters' bodies will have their movements dulled when HP is reduced as a new specification; this is probably the results of that implementation.
Just when I was thinking I only needed 1 more arrow to end this, "Pi-rororo-!" a single cry came from the sky. What in the!?
As I was being wary, in a second I leapt to the side from where I stood.

Once I did so, from the sky a single, large bird aimed at and stabbed the High Rabbit with its claws, then carried the High Rabbit off. You gotta be freaking kidding me!
I fired off an arrow at the bird, but since I was anything but calm, the arrow was

shaken, and then it flew off out of arrow range. I was able to confirm the name of the bird before it flew completely out of sight, but the name Thief Bird was what showed up.
I guess it's the type of monster that snatches monsters driven to the brink of death for its own prey …

In other words, the High Rabbit itself is already strong, but I have to accept and deal with the Thief Bird that steals the High Rabbits that are on the brink of death; I did think that, although it's an extermination of the weakest monster, the reward, 5,000Glo, was strangely high … but this is going to be laborious, *na*. Though, now that I understand the theory behind it, I can also take measures to deal with it.

After driving another High Rabbit to the brink of death, I immediately expand my range of awareness.
For the second time, a "Pi-rororo-!" cry sounded and a Thief Bird stabbed the High Rabbit with its claws and stole it away.
I see, as expected, it's a creature that specializes in a dive-bomb and steep ascent, but in the instant it stabs deeply with its claws its movements dull and it's full of openings. So that means I should aim to shoot it then.

The third High Rabbit driven to the brink of death. And then, as I've learned, the Thief Bird comes.
And at the moment it dive-bombs to stab the nearly-dead High Rabbit with its claws … "Right, thanks for the hard work," I invoked <Wind-Blown Arrow> and blasted through its body.
That 1 strike completely turned its HP to 0, and the Thief Bird shattered.
… As I thought, it's an existence that's too weak itself so it can't do anything but steal as a method to get its prey.
If it was strong itself, it could strike with a head on assault and win after all, not to mention having the certain-kill strategy of dive-bombing from high up.
The fact that it doesn't do that widely displays the proof that it's a weak creature.

After that I only have to calmly hunt the 7 remaining High Rabbits and the Thief Birds that dropped by; there isn't anything difficult about it.
Now that I understand that, not much time had passed and I had safely

completed the request for the subjugation of the 8 High Rabbits; I pulled back to the inn, as well as getting back to the place when I can report the subjugation.

“You’ve already completed it!? I thought it would take you several days though…”

The female Fairy proprietress of the inn was startled. “Did the Thief Birds not make an appearance?” and I informed her that I shot them all down, “You’re quite the able body, *ne,*” she gave me her admiration.
I only just calmly observed my opponent to understand what to do though … although certainly, without a bow and arrow, it would be something quite difficult to do.
Presenting the subjugation proof of the 8 High Rabbits, which is both ears, I received 5,000Glo and safely completed my first job. Right then, next is to throw myself fully into cooking to be able to eat this delicious meat, *ne*.

SKILLS
[Wind-Blown Hunting Bow]Lv13 ↑1UP
[Assaulting Kick]Lv22
[Farsight]Lv50
[Craftsmanship]Lv53
[Small Shield]Lv 6
[Stealth]Lv41
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv42
[Advanced Cooking]Lv8

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
His second name from other players is “The Fairy Queen’s Husband-san”, Chef of the Battlefield-san

A/n: After a long time, it’s not the usual hunting experience, it’s the feeling of hunting the hunters.

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1. Lunatic Dawn – an rpg series that have games with lots of freedom. I heard it’s more based on trpgs, but I haven’t played any so I can’t really say.

<T/n” Thank you Kirindas and MK for your donations!
So I only had 2 more chapters to catch up to the manga, and then they released more chapters. And as always, each chap of manga is several chaps of WN, plus there are a lot of extra chapters coming up, so no, I will not catch up with the manga any time soon. It is a losing battle, chief.
I wonder why I always delude myself that I will catch up … lol>

Even if the Location has Changed, what I have to Do has not

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Even if the Location has Changed, what I have to Do has not

In order to cook, I borrowed the kitchen in the inn with the good will of the female proprietress.
No, well, initially I just asked if there was a place where I could cook, but … the proprietress of the inn said, “If a human cooks in the middle of town, it might give rise to chaos, I think,” and thus rebuked me; while thinking about exactly what I was going to do, she proposed, “Would you like to borrow the kitchen?”, and so I gratefully took advantage of her goodwill.
I paid 300Glo upfront for making use of it.
Even if she says it’s fine and she doesn’t need it, borrowing the place for free is something that’s too impudent for me to do.

First I thinly sliced the meat of the High Rabbits and Thief Birds, and with just a very little bit of salt and pepper sprinkled on, I grilled it.
If you don’t first know what kind of taste it has, you can’t prepare it well, so this is in order to get to know the original flavor of the meat … as soon as it was grilled through, I immediately tried eating it, and

“- – Delicious.”

That single word just leaked out. Even though it was sliced thinly, the meaty flavor was properly there, and on top of that, there wasn’t much gamy taste or smell.
This is one of those types of ingredients where, strangely, if you do too much to it, it will lose its tastiness.

In other words, if you boldly prepare it in a simple manner, then you will probably be able to cook something good.

I temporarily left the kitchen, stocked up on a bunch of ingredients, and then re-entered the kitchen once again.
With the Thief Birds' meat, first, to start with, I'm going to simply make grilled meat skewers.
There's a leek-like herb, although it's called Reedo here, that would match well to making it leek-flavored by alternating it with the meet.
The flavoring strangely seems to not be enough, so I make a sauce with white and black pepper and just a tiny bit of lemon.
It's not like I'm making something that will be served at a restaurant's table, but it's fine to make it somewhat more exciting.

That delicious smell of carefully grilled meat skewers filled the kitchen.
Uumu, it really gives you the feeling of wanting a beer, but I have to hold out right now.
Carefully watching its progress, I grilled the skewered stabbed Thief Bird meat; if it's like this, even that hateful Thief Bird will lose that reputation.

And then the very first one is finished.

—

Thief Bird Skewers with Reedo

A dish where Thief Bird meat is stabbed with skewers and complemented by alternating it with Reedo and then grilled.
It has a flavor that seems like it would pair well with alcohol.

Quality 8; SPD increase (medium)

—

Right away a quality of 8, huh; like I thought, preparing it simply was the correct answer.
In the item description, it was even written that it pairs well with alcohol … that's readily available in the bar, so it might be a good idea to go have a pint.
And there's even a SPD increase added … in this case, SPD does refer to speed of movement over ground, but it also includes the speed of your actions.
In other words, swinging a sword, how quick you move in order to begin evasion,

how you fast you ready your shield … for that and more, it's a very important stat.
And so, now that I finally found something that goes with alcohol, let's grill all of it and eat while knocking back a pint, *un*.

Alright, so next is the High Rabbit meat I guess; what should I do to prepare it? After thinking for a little bit, there's some Thief Bird meat left over, so let's use it in an experiment and try to test-produce a certain dish, a dish that is originally a mixture of pork and beef … the hamburger steak.

Even I think it's a little rash to use poultry and rabbit meat, but it's worth trying it out; lets make it with the assumption it's going to be a miss.
The ratio is a combination of 30% poultry and 70% rabbit, and I mince it by wielding two kitchen knives and dicing it finely.
Even while I'm thinking, wouldn't it be convenient to have a tool for this, wanting something I don't have is a waste of time, so anyway, right now I'm dicing it rhythmically like *clackackackackackack clackackackack* with the kitchen knife.
After some time, after it finally came close to taking the form of mincemeat, I kneaded it thoroughly, kneading it with my fingers so that the poultry and rabbit was evenly mixed up; if you skimp on this, you won't be able to make good hamburger steak.
Of course when I was kneading, I threw in salt and pepper, as well as some herbs diced finely, and an egg.

After it was kneaded, I molded it into an oval shape, and tossed it a few times from my left to my right hand *pon pon* like I was tossing a ball.
Sizzle~~~ with a great sound, the hamburger steak was fried up.
Forgetting that here is virtual reality, I swallowed the saliva that was building up little by little in my mouth.
For a while, I piled the fried hamburger steaks one by one onto a small plate.

Now then, next I'll make a sauce using the frying pan that the hamburger steak was fried in.
Wine, a crushed tomato-like vegetable, a little bit of sugar, and a grated, garlic-like herb were all tossed in, heated for a short while, and mixed.
Using the tastiness of the meat juices left behind in the frying pan, putting it on

top of the hamburger steak like that will further the deliciousness. And so, putting the finished sauce on top of the hamburger steak, it was completed.

—

Rabbit Hamburger Steak

A hamburger made of a mixture of High Rabbit and Thief Bird meat mixed together.
It's completely different from the traditional hamburger steak that humans usually make, but it isn't bad because of it.

Quality 7
—

7, huh … it's probably because I mixed the ingredients up, *naa*.
That said, because the Thief Bird meat was largely used up, it was method I couldn't help but use this time.
Anyway, let's go sample these …

First off is the skewers … *un*, it's really delicious, this flavor; even though the Thief Bird is a bird that flies a lot, the flesh isn't tough at all, so the more you chew it, the more the deliciousness seeps in. This one really is tasty; it's irresistible.

Next is the hamburger steak … let's see just what kind of taste this has …
— *Muu*, this one isn't too bad itself, *na*. It's supposed to be a hamburger steak, but the flavor is, naturally, something I've never tasted before; but if you can wrap your head around the idea of it being a new dish, it's more than delicious enough.
Since I was able to make a tasty dish right now, you can consider this a hit too, so let's not think about it too hard; it's for the best.

Thinking like that, I gathered up the dishes and went to stow them away in the Item Box, but.
Before I realized it, not just the proprietress, all the Fairies who should have been drinking merrily are staring intently in my direction.

"Looks like it's done, *na*."
"I want to try eating it, *ne*."
"It looks so good."

“Human food is really something else, *ne*.”

And the like, they were making a fuss … it’s almost like they had magic cast on them, *naa* … it can’t be helped, so I tentatively said, “If you’re willing to pay money for it, then should I sell it …?”

“”””””””I’ll buy!”””””””””

And the Fairies voices were splendidly in sync.
In the blink of an eye, the food I cooked was swooped off one and all. The only thing left behind was a small mountain of Glo used as payment.

“So good!”
“It can’t be helped that you want more beer, *ne*!”
“That despicable Thief Bird is damn tasty like this, *na*.”
“To think the Thief Bird was this tasty!”
“Another beer please!”

— The impressions seem to be all favorable like that, but … I had all sorts of plans for the skewers … my shoulders drooped a little …
The skewers that I had secured for myself have been carried off in the blink of an eye; since I accepted money for it, if I complain anymore it would look unreasonable; I do know that it was my bad for not being cautious against this, but, *aa*, the fellows nearby who are drinking beer while eating the skewers, I don’t think I’ve ever looked at people with such envy before …
At times like this, things just don’t seem to go well.

SKILLS
[Wind-Blown Hunting Bow]Lv13 ↑1UP
[Assaulting Kick]Lv22
[Farsight]Lv50
[Craftsmanship]Lv54 ↑1UP
[Small Shield]Lv 6
[Stealth]Lv41
[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved

Skills)

Reserved Skills

[Woodworking]Lv34

[Blacksmithing]Lv39

[Alchemy]Lv42

[Advanced Cooking]Lv9 ↑1UP

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???

His second name from other players is “The Fairy Queen’s Husband-san”, Chef of the Battlefield-san

A/n: When food is made, appetites ever are about the same; that’s what this story is about.

<T/n: Thank you Egg, Junior1210, and RS for your donations!>

Farewell, Southern Fortress Town

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

Farewell, Southern Fortress Town

And so, for the next few days, I took requests to hunt High Rabbits and Thief Birds → I fashioned dishes from the spoils from hunting → I sold them to the sake-drinking Fairies → I enjoyed myself and drank with them; that's the kind of play-cycle that came about.
Fortunately there is also sake with low alcohol content, and so while drinking that sake, I was able to have fun chatting with a large amount of Fairies everyday, but … I was unable to enjoy myself more than those 5 days; that is to say, it was too short.

It was a matter that occurred on the 6th day that came to the southern fortress town.

"Nee-san! Quick, hide Earth-san!"

Just when I thought a regular to the bar had suddenly come in, he let out an extremely panicked yell.
At that moment I was in the middle of receiving the reward for High Rabbit subjugation.

"That idiot daughter of the Chief of the southern fortress is coming this way! Hurry up and hide!"

After hearing that, the surrounding Fairies and the inn's proprietress seemed to understand what was happening …

"Earth-san, quick, please hide under the counter!"

And so I was pushed in.
To go so far as to call her an 'idiot daughter' … or like, so she knows my name, *na*

… I want time to think about this, but for now I'll just stay completely hidden. And then, I think it was about 2 minutes later? the sound of the door to the bar being violently opened resounded.

"I heard that a human that makes strange food is here! Bring him immediately out before me!"

It's a woman's voice, but how it was said was very high-handed, *na*; so this is the one they said was the idiot daughter?

"I am terribly sorry, Ojou-sama. However, that person had departed from here yesterday."

The proprietress immediately replied in no time at all; I see, they're going to handle it by saying that I'm no longer here.

" — I found out that he was here in this bar not too long ago, though? He left, in the middle of the night? *Un*? Nothing good will happen to you even if you hide him from me, though? Don't tell me he's refusing the honor of presenting food to this great me, *na*?"

So it's attracted this person's attention; what a pain. And to say 'present', it's not like I'm making such formal things or something.

"I also told him that it would be dangerous, but … it seems like he said some business came up in the east."

A silence fell.
I somehow have the impression that the two of them are probably staring daggers at each other, but right now my job is to not be found, so I can only stifle my breath.

"— East, was it?"

The idiot daughter(?) said.

"East is what that person told me."

The proprietress said.

"— I see. Oi, collect information on all the travelers heading east! If he left at night, then this should be especially easy! To disappear without even presenting me his cooking, this is something that should never occur in this town after all!"

Leaving those words behind, I understood from the sound of the her footsteps that she was leaving. But, as soon as she left is still too soon; rather than taking a peek to confirm that she completely left and the surroundings are alright, it's safer just to stay hidden. …. and so, 5 minutes later, "It should be okay now," the proprietress called out to me.

"To think that idiot daughter has her eyes on you … Earth-san, I apologize for this."

So saying, the proprietress lowered her head.

"— It's okay, but … so you knew who I was after all, *ne*."

To that statement, the proprietress replied, "Yes…" somewhat forlornly.
As for why she knew who I was but hadn't called me by name so far, a notice had come to the proprietress; they were orders from officials requesting that even if you knew who I was, you were not to point it out.
On top of that, she didn't see any signs of me wanting special treatment myself.
After watching for 2 days, she found it fun chatting with me, and so another reason surfaced.

"Now that this kind of thing has happened, although I'd like for you to stay longer"

I'm the same; adventuring here … I may not have said it, but the daily life was very fun.
The food that I make myself is delicious, and eating it while drinking sake is bliss.
It's behavior that's difficult for me in real life (in real life I'm exceptionally bad with alcohol), but here it became possible.
That damn idiot daughter … no matter what how the Chief of the fortress town spoiled his daughter, to allow her to do selfish things that greatly surpass the limits of what you can or can't do without any discipline. Is that ok, person in charge of the fortress?
If you slight the citizens, nothing good will come out of it, you know?

"It doesn't seem like I can stay any longer, and I'd like to not bring you trouble. I will leave immediately."

I said that, but the guys around stopped me.
—- It looks like I won't be able to leave well on my own, so everyone will

cooperate to open the way for me.
When I asked why we had to do that, a drinking acquaintance who had just come into the store told me about the information that the idiot daughter's private army wanders throughout the town.
You can't make light of relationships made while drinking, *na* … the talk about leaving at night became confirmed, so since I had some time before nightfall, I said my goodbyes, although I had to give up on giving them food because the smell would give us away.

And after some time had passed, it was night; the escape plan was put into action.
That being said, it's nothing to overblown; the acquaintances that I had gotten to know over drinking would distract the gazes of the members of the idiot daughter's private army while I made my way out of the town; that's all it is.
Here and there small talk about the state of the world began to pop up; in the moment the members of the private army directed their attention there, a Fairy guiding me through would gesture at that timing and teach me the way to go, so with that I walked through the town at night.
I'm leaving this city like this; it's something I wouldn't have imagined when I came here.

We somehow made it to the gates leading to outside the town, but of course there's a gatekeeper.
We should probably expect them to be under the idiot daughter's control; how should I get out … and because it's night, the gate is shut so we can't just force our way through.
I was thinking about that, but the guiding Fairy gave a beckoning gesture.
Even so, I'd like to avoid going out before the gatekeepers, but so far under his guidance I made it here without any trouble, so I'll trust in him until the end.

"Earth-sama is it; at this time, we greatly apologize for this town's embarrassment."

Is what the gatekeepers said, lowering their heads.

"We are unable to offer you anything more than this; please, have a safe journey."

They said that rather quickly, the gate was opened really just a crack; it's a gap that only a single person could slip through.

"Including this, that idiot daughter has gone overboard too many times up until now. We will be going to the Chief after this and sending an appeal; when everything calms down, please, definitely come back to this town."

They said that, and then with a, "Now, quickly!" I passed through the gate.

— Once I left the town, there a large-sized bear was waiting. A situation where yelling, "A monster right away!?" and putting myself on guard seems strange.

"Hurry and mount onto my back; your food is really tasty, so the least I can do is take you to the southern city further in more quickly, right? You're in a hurry and have to get far away from this town, right?"

So it was a bear-shaped Fairy … I tentatively confirmed it with, "Is it really ok?" but he said, "I don't mind, the gatekeepers already told me about everything; now, climb on," so let's obediently get on his back.

"Right, I'm on, so let's go!"

After saying that, he replied, "Leave it to me!" and at that moment, and with quite the speed, the bear Fairy took off running. With footsteps that sounded deeper than a horses reverberating, we were gone from the southern fortress before I knew it. Clinging tightly to avoid being thrown off, when I turned my head to look back I couldn't see the southern fortress anymore.
An adventurer is supposed to be something like migratory bird, but … it's also something that has to have many lonely partings.

— Farewell, southern fortress town; farewell, Fairies in the south.

SKILLS
[Wind-Blown Hunting Bow]Lv13
[Assaulting Kick]Lv22
[Farsight]Lv50
[Craftsmanship]Lv55 ↑1UP
[Small Shield]Lv 6
[Stealth]Lv41

[Physical Ability Reinforcement]Lv31
[Chivalrous Thief]Lv21
[Whip]Lv37
[Fairy Language]Lv99 (Forced Acquisition) (Unable to be moved to Reserved Skills)

Reserved Skills
[Woodworking]Lv34
[Blacksmithing]Lv39
[Alchemy]Lv42
[Advanced Cooking]Lv10 ↑1UP

ExP 4

Titles Possessed: The One who Charmed Even the Fairy Queen, The One who Defeated a Great Foe Alone, Liberator, ???
“The Fairy Queen’s Husband-san”, “Chef of the Battlefield-san”

A/n: It might have been a short time, but it’s necessary for him to leave the southern fortress town.

<T/n: Thanks Egg for the donations!
Although they kept calling the dude, “man responsible for the fortress town,” like that’s his name, that became downright silly sounding in english so I substituted Chief in
I keep forgetting to say this: Isekai Izakaya Nobu has been picked up by xantandminions. A while ago. (I failed on being timely with this announcement. Sorry.)
I will make the appropriate adjustments and links to my existing chapters… at some time later.>

Extra Edition: What is Everyone Else doing?

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n: From riding a pikarsha to even riding a bear fairy.

Extra Edition: What is Everyone Else doing?

Information on the Fairy Country, Thread 57

44: And so, how's it going lately? Bit by bit the people getting B Rank passes are coming out, though **45:** But you still can't go to the inner cities, so the meaning of getting them is pretty weak …

46: It's because, other than the Husband who rode that huge bird, the fortress towns are your main places to conduct your activities, *naa*

47: Have there been anyone who's seen him since THAT? I want to hear more on information about that bird.

48: I sent him a mail, but there's no response. *Maa*, it's probably impossible anyway, *ne*

49: I bet he gets tons of the same question, *nee*

50: He's probably in the castle in the Royal Capital in the center of the country, *na~*

51: And then it's the sweet, newly-wed couple's life?

52: No way, if that's what happened then the fairies should be making more of a fuss **53:** I,it's not like I'm jealous or anything, *ne*!

54: In some ways, that too is a hardship.

55: Recently taking requests at the town's bar/inn has gotten fun.

56: Because Faust and Nexia are the types where you take the requests directly from the NPCs themselves *na~*; it's a pain **57:** Even though you'd be okay

with those two cities if you didn't know about the Fairy Country type.

58: It's just, at the beginning, those High Rabbits tricked me.

59: Aa, I get you; the appearance is a rabbit without even a horn, so I thought I'd be fine, but it was really strong.

60: It's basically a bear *na*, if we're talking about strength.

61: It's not as bad as a Wild Bear though. THAT is super dangerous beast.

62: *Maa*, taking those kind of quests, you can gather bits of their trust hear and there and get a B Rank visa *na*.

63: Even modest sums of money are tasty so the rewards are like getting two birds with one stone.

64: That is basic, but when it happens it's delicious *na*, the Fairy Country.

65: Thief Birds are freaking annoyiiiiing!

66: A- … I understand well the agony; how many did they run off with?

67: Even though it's not like it's the first time the devs have been mean *naa*

68: Been borrowing a bow-user from the Apollo's Bow guild to shoot them down, we have **69:** A, I see, so if there's a bow-user, then the possibility of shooting it down increases, huh?

70: Magic just won't cut it, *ne*; you can't catch up to their speed so they get away.

71: A normal opponent was more than enough, but against these run-away opponents, magic isn't enough …

72: Magic being almighty is already a tale of the past.

73: The Apollo's Bow guild's Ayame-tan looks busy recently.

74: Hey! Don't call her anything less than Ayame-ane-sama!

75: Right, right, ○z[1] go do this somewhere else.

76: I'm not a ○z! This is purely love!

77: It's scary that you don't have any awareness of it **78:** Okay, that's enough. Other than Apollo's Guild, there aren't any other bow-user guilds coming into

existence.

79: Whichever guild you look at, the ones where there are melee, magic, and bows all in one set have increased.

80: Their bad luck is already a thing of the past, *ne*

81: I'm cutting into the discussion, but I want to tell you what I heard about that bird from one of the Chiefs of the fortress.

82: I wonder where the Husband has got to

83: O, you heard something about that bird!?

84: *excited*

85: That bird is called a "pikarsha", and it's a guy used for transportation for flying in the sky; it can reach even the center of the country in under 10 minutes.

86: Heeeeeh!?

87: That huge span of land in 10 minutes is … I want to riiiiiiiide!

88: And continuing your information!?

89: And, that one has refused to even let many a generation's Fairy Ruler ride it, it seems …

90: Even not letting Rulers ride; what the hell

91: Did you hear the conditions for it!?

92: There are three for the possibility of riding it; 1, the Fairy Ruler.

93: *Maa*, that's how it is.

94: Well that, without the Ruler's permission, who would be able to ride it?

95: 2, be an existence beloved by many fairies.

96: So the seducer

97: It's because he's a seducer, *na*

98: So that's why he could ride it right away

99: So seduction is OK … that's totally awful lol

100: 100 get. Um, and then the last of the 3 is that the person(?) himself, the

pikarsha itself likes you, it seems.

101: 3 is the most likely possibility, *na*

102: Or like, it's impossible if it's not that one.

103: So we have a clear idea of it … wait, even if we say that, it's not like we ever get to meet one.

104: Some times they're walking around the town.

105: But, whenever you try to get close, they go into intimidation mode.

106: The path forward seems difficult, oi …

Fairy Country, Chamber of Official Duties

"*Fumu*, that matter has been dealt with, yes?"

"Yes, your Majesty, that matter was not delayed. At the present, the crop production is enough, and there is even surplus."

"How is the public order within the ramparts?"

"*Ha*, I will give the report.
The human adventurers have been arriving in great numbers, and the difficult requests in the bars have been handled, reducing the harmful influences; as a result, the public order has seen an increase in improvement … however, within the human adventurers are those who act violently; for the ones who do particularly violent deeds, we have revoked their visas and immediately dealt with them by banishing them."

This here is the Fairy Queen's Chamber of Official Duties within the Royal Castle; The Fairy Country isn't influenced by the devs or the management; the Fairy Queen and her close advisors are the core who performs country administrative duties, not unlike a real country's.
Unless something begins to go weird, the devs and the management won't say a thing.

"I will permit the banishment of violent people; all of us are all of their equals. Therefore, if they will confront us with violence, then I do not mind if they are responded to accordingly. My goodness, people who can't learn are

everywhere *ne*.”

The Fairy Queen sighs.

“There is another report from the west and east fortress chiefs; there are Fairies requesting that the human adventurers be sent around more. For that purpose, stagecoaches will be deployed, and the coach-related preparations by the devs are also being urgently done as well.

Is how one of the advisors reported.

“Understood; please begin moving with the intent to get it done immediately.”

The Queen immediately acknowledged it, and stamped down on the directive statement.

“And then … this is from the residents of the southern fortress town, but …”

With a hesitant expression that was like he didn’t want to say it but he had to, another advisor cut in.

“It seems, a single human adventurer dropped in, and on top of taking the requests for the reducing the number of harmful High Rabbits, he was someone who made good food and was a human with a good disposition, but because of the high-handedness of the fortress town chief’s daughter, he was forced to leave; that sort of report has come up, but …”

Hearing that sort of report, the Queen’s face went stern in an instant.

“- – Such a thing! In order to quickly find out the truth behind this matter, organize the high-mobility troops and move out immediately! We cannot let the progression of being able to walk side-by-side together with the humans be stopped now!!”

The chamber reverberated with the Queen’s voice.

“W,with all due respect, there is more to the report.”

That advisor nervously opened his mouth.
No matter how you say it, the Queen’s power is the real deal, and a half-hearted Fairy could be wiped clear off the map with just 1 of the Queen’s magic.

It's not like the Queen has lost her reason and wielded her powers against those of her clan in a fit of rage before, but although she does it unconsciously, because of the intimidating aura released around her, the advisors trembled.

And, precisely because they know this figure, when they see how she turns so silly in front of Earth's eyes, they are even more afraid. To think that cool-headed queen could show such a face.

– – that she was going to be furious is inevitable, but a report is a report; he can't be negligent with it.
That human that was driven out was …

"Th,that human that was driven out was … although there has been no confirmation … it is possible that it was Earth-sama …"

… after that, all of the advisors that were present in that place said this; """""""""" I can't believe we're still alive!"""""""""

A/n: And so an extra edition.
I didn't have enough time, so I wrote this out quickly, my apologies.

[

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1. **I do not know what this is. I thought it might be "lez", since she's supposed to be a takarazuka type ikemen lady and lez is a slang used in Japan, but I am not confident.**

<t/n: Thanks Warlald, Magnadra, and Vincent for your donations!
Haa… I can always tell when the author just went, "f it, let's just get something up." It means translation is 3xs more difficult!>

Extra Edition: What is Everyone Else doing? Pt2

] [Next Chapter>

Toaru Ossan no VRMMO Katsudouki
Author: Shiina Howahowa
—

A/n:One more extra edition.

Extra Edition; What is Everyone Else Doing? Pt2

Zwei and the other Guild Members

“Awright, with this the High Rabbit subjugation is finished!”

Zwei raised his voice as they achieved defeating 30 High Rabbits for the quest.

“Finally done … I never thought there would be a day that I’d hold such a murderous intent towards birds.”

Reiji, with a somewhat tired expression, took a deep breath.

Zwei and the other early guild members have also come to Fairy Country.
The number of new people from the 3rd big update they invited was about 10, but as you would expect, they couldn’t just bring them along to the Fairy Country.

“A-, if we only had Earth-kun here, it would be easier, *na* –“

Rona grumbled. The reason is the Thief Birds.
Though she’s irritated because about ten-plus High Rabbits were stolen away, by no means is she blaming anyone. That get-away speed, just like the name “Thief” that’s attached to them, is extraordinary.

“There were a few guild members who have their main as Bow who came, so we have no choice but to wait until they raise it, *ne*.”

Nora responds to Rona’s complaints.
They’ve more or less reached a stopping point for hunting, so they have plans to

return once again to Faust to assist in raising their Guild Members.
Saying it another way, the early guild members who were tired of assisting the newbies in Faust went to the Fairy Country for a change of pace.

"Since Earth-san got on a big bird all of a sudden and rode it away, *ne*~"

When Milly said that, the members who had seen the video all let out a sigh, "A-, that's right."
For the people who knew how big the Fairy Country's territory is, all of them should be thinking, "I want to ride that bird."
But on top of being difficult to run into one, there have been many reports that even if you did, the result is that they'd threaten you so that you would have no choice but to dejectedly withdraw.

One of the people who had preserved her Fairy Seducer title all throughout the Fairy Event had challenged it, but she reported that although it wouldn't try to intimidate her, it wouldn't let her ride it. It really was an existence that won't let you ride it so easily.

"Both Whispers and Mails won't get through right now, *ne* … *Maa*, I understand that those are probably all being flooded, so I can't really blame Earth-san."

At Kagamine's words, all members once again nodded their heads in agreement, feeling like, "Aa, it can't be helped, *ne*."
No matter what world, a person who is the first to proceed is also a person who gets entangled in all sorts of annoying things.
And there as well, the walls between real-life and virtual is nowhere to be found; what's there is simply the matters of "humanity", so there is nothing different about it.

"*Ma*, for now we're pulling out, *ze*. It should be about time we have to go back to training Eliza."

At these words of Zwei's, everyone turned towards the city.
As always, if Eliza gets a little off track her oppressive side comes out; after some time when she starts going off track, they have to properly discipline her to get her back on track; it's like fixing a leaky barrel.[1]
To throw that kind of member out of the guild has an irresponsible sound to it,

so Zwei and the others are whipping her into shape.
The result of that is that the period between when she goes off track is getting longer, but a full-cure is still a long ways away.

"Wonder what Earth's getting up to?"

Suddenly, Zwei said that.
Even though he uses a weapon that was said to be unfortunate, before you realized it, he was walking quite a bit further ahead of all of them; at that acquaintance, Zwei tilted his head.

Dragon-chan

"*Fumu*, that Elder Sister; so she perpetrated such a flashy parade."

There are newspapers in the Dragon Country; that page's headline was, "An Unprecedented Occurrence!? A Human is the Lead in the Fairy Country's Parade!"
That parade was a completely unprecedented parade in the Fairy Country.

"*Hou*, that is the human man that you and the Fairy Queen, as well as the Elder of the elves, are all interested in?"

A dragon man with a stern face peeped at the headline from above Dragon-chan's shoulder.

"Father … It would be fine of you didn't use that sort of peeping figure to look at the newspaper *jyarou*… –tte, Father!?"

Dragon-chan raised a startled voice; it was a rare act from the normally quiet girl.

"Aa, somehow the elves' hidden village has started to move a little … oi, wait, why are you strangling my neck!?"

Even though he hadn't done anything wrong, Dragon-chan was grabbing her Father by the collare and **girigiri** strangling him. Just to let you know, Dragon-chan's Father is the Dragon King, this country's "top".
His strength is not half-assed at all, and is a person whose specialty is trampling a human army ten thousand strong while humming all by himself.

“*We* have not heard of such a thing…! Did Master(producers) do something again-!?”

Dragon-chan is beginning to become completely confused, but at the tips of her hands …

“W,wait … Give, I give …”

Is what Dragon-chan’s Father said while tapping her right hand while in pain, not acting like the Dragon King “at all”.
Of course she wasn’t strangling him out of ill will, she did it unconsciously.
The supposedly strong Dragon King, at the sudden actions of his daughter, Dragon-chan, his majesty was blown off somewhere, and he couldn’t do anything but continue to tap.

“Dammit, so it’s increased further! Is that why Elder Sister took such actions!? Originally we would not intrude in each others’ territories, but the situation has changed, *jya*! *We* are going forth!”

So saying, she threw her Father, who had quickly become unconscious, as if she was throwing trash out, and busily began preparing for a journey.
Dragon-chan’s Father, the Dragon King, completely “fell to the ground,” and collapsed in a corner of the room, foaming at the mouth. He’s convulsing a little, so he should still be alive.
A dragon’s life-force isn’t just for show, so now that he’s been released, he will probably revive.
It’s just, for a man anywhere, this is probably a pitiable show … even if he’s a king, it did nothing for him … dear me.

“Father, *We* are leaving for a while!”

Those words came very soon; Dragon-chan became her true dragon form and in an instant she took to the skies.
After that, all that was left was a room slightly in disarray, and the collapsed Dragon King-sama frothing at the mouth.
And a little after that, the fact that one of the Dragon King’s subordinates who came to call the Dragon King found him collapsed and frothing at the mouth, and as a result of him calling for help, the Dragon’s Royal Palace was turned upside down in a huge fuss might be something completely superfluous, but let’s

mention it anyway.

A/n: Zwei and the others' guild name is "Blue Collar".
The Dragon Country is a country that will come out in a future update, but it is a country, similar to the Fairy Country being ruled by the Fairy Queen, it is ruled by the Dragon King.
The elves' hidden village is … a secret for now♪
The Dragon Country, just so you know, isn't the western dragon, but the oriental, long-bodied dragon.

] [Next Chapter>

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1. Actually, the entire sentence uses an analogy about making wooden barrels, where Eliza is a hoop that keeps getting out of shape, so the barrel keeps getting loose and they having to beat the hoop back into shape. I … did my best, but lots of liberties were taken.

<T/n: Thanks Egg and RS for your donations!>